

Chess Life

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readily accessible to the interstates.

If you're in the Grand Prix hunt, this event is a "must". As we write this piece, we have a dozen GMs already committed to play. This is your rare opportunity, masters and former masters, to play serious chess at a serious time control — seven rounds of rigorous play and a chance to achieve your personal best. See *Tournament Life* for details.

In looking back at the January 1997 *Chess Life*, I re-read the promo piece for the U.S. Masters. NM Phil Dorsey cap-

tured the spirit of the Masters then, and I reprise it here:

"... if I had to sum up the value of the U.S. Masters in one sentence I would say that it is a tournament that fills and bridges gaps. First, it fills the gap left by the disappearance of Lone Pine which was so popular and influential in its time ... like golf, chess has a long tradition of holding a tournament called the U.S. Open and like golf we should have an invitational tournament for the masters of our game ... the U.S. Masters recog-

nizes, honors, and fosters excellence ... Finally, the U.S. Masters bridges the gap between the ordinary chess master and the top level grandmaster ... [for the lower and mid-level] master it is rather hard to find stronger competition, even at the state or regional level ... the USCF should commit itself to preserving this event ..."

Jim and I look forward to seeing masters and former masters in abundance in March, 2000! Let the games begin! ♣

Letter FROM EUROPE

by International Master Bjarke Kristenson

GERMANY:

Janis Klovans Champ — Again

Believe it or not — the annual Senior World Championship may well be the most promising international event in Europe these days. It began about a decade ago as one among many holiday events organized by the German chess-travel agent Hoffman. Soon the event became too popular to remain "unofficial" and, with FIDE's recognition, things are beginning to take off.

The main reason why the Senior World Championship is in the competition as the most promising event is that most other chess tournaments in Europe are declining. Both the number of participants and major international events appears to be down significantly compared to just 10 years ago. One sad effect of this is that such players as Arthur Yusupov, Julian Hodgson, and FIDE World Champion Alexander Khalifman now all seem to concentrate on teaching chess instead of playing it. One small light in the darkness is that the European Chess Union finally is beginning to get organized and take action with a series of European Championships later in 2000. But more about that in future columns.

For now, back to Gladenbach in Germany, where some 211 seniors gathered to find two new World Champions (men/women). A handful of the famous from Eastern Europe dominated the event from start to finish. The short list of previous senior champions speaks for itself: GMs Mark Taimanov ('93 and '94), Evgeni Vasiukov ('95), Alexey Suetin ('96), Vladimir Bagirov ('98) and Klovans ('97).

This time the 64-year-old Janis Klovans from Estonia repeated his 1997 victory, staying half a point ahead of Taimanov, Bagirov, and Anatoly Lein. These three players produced many of the most creative and spectacular games, but in the end Janis Klovans' "no error, no risk" style landed the most points.

QUEEN'S GAMBIT DECLINED [D36]

W: GM Wolfgang Uhlmann

B: GM Janis Klovans

Senior World Championship, 1999

1. c4 e6 2. Nc3 d5 3. d4 Nf6 4. cxd5 exd5 5. Bg5 Be7 6. e3 c6 7. Bd3 O-O 8. Qc2 Nbd7 9. Nf3 Re8 10. O-O Nf8 11. Bxf6

One of Korchnoi's less successful ideas from his famous world championship match with Karpov in Baguio City 1978. White willingly gives up the pair of bishops in order to be able to play b2-b4 immediately. Today White is believed to keep an edge after 11. Rael, possibly with the idea Nf3-e5 and f2-f4.

11. ... Bxf6 12. b4 Bg4 13. Nd2 Rc8 14. Rfc1!

Uhlmann would probably have been better off copying Korchnoi with 14. Bf5, although Karpov equalized easily with 14. ... Bxf5 15. Qxf5 Qd7.

14. ... Be7 15. b5

This doesn't turn out too well, but since the only logical alternative, to prepare b4-b5 with a2-a3 and Nd2-b3, is obviously too slow (15. a3 Bd6 16. Nb3 Qg5!), you end up asking "Why play 11. Bxf6 in the first place?"

15. ... c5! 16. a4

Uhlmann would like to treat his growing pains on the dark squares with 16. dxc5 Bxc5 17. Nb3, but it just doesn't work due to 17. ... Ba3 and 18. ... Bb4, winning material.

16. ... cxd4 17. exd4 Bb4 18. Ndb1

The more flexible defense 18. Qb2 would have forced Black to consider 18. ... Qg5 19. Nf1 and also finding the truly amazing 19. Qxb4 Qxd2 20. Bf1 Be2! and Black wins material!

18. ... Qg5! 19. Qb2 Bf3 20. g3 Bxc3?!

A good example of the practical attitude which made Klovans world champion for the second time. Most others would have kept the pressure on with 20.

... Ba5! 21. Nd2 Qg4, but Klovans prefers to keep things simple, and instead secures the position of his f3-bishop. Notice that 20. ... Ne6 21. Nd2 Nxd4 22. Qxb4 Qxd2 23. Qxd4 Be4 24. Rd1 leads to a drawish rook endgame.

21. Nxc3 Ne6 22. Nd1

The alternative 22. Ne2 isn't any better after 22. ... Qg4!

22. ... Rxc1 23. Qxc1 (diagram)

Or 23. Rxc1 Nxd4 24. Ne3 Qe5! and White is about to be pushed off the edge.

23. ... Nxd4! 24.

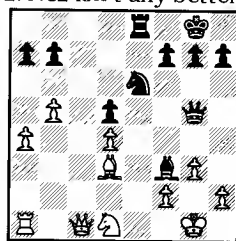
Bf1

Taking the queen allowed a clean mate in two: 24. Qxg5 Re1+ 25. Bf1 Ne2 mate.

24. ... Qe5 25. Qe3

On all other moves Klovans wins with either ... Nd2-b3 or ...

25. ... Be4! 26. Nc3 Nc2, White resigns.



Position after 23. Qxc1

Final standings at the top (men): 1st: Janis Klovans (Latvia), 9-2. **2nd-4th:** Vladimir Bagirov, Anatoly Lein, Mark Taimanov, 8½-2½. **5th-11th:** Heinrich Fronczek, Wolfgang Uhlmann, Boris Katallymov, Aleksej Shestoporov, Willy Rosen, Walter Baumgartner, Yuri Shabanov, 8-3.

Final standing at the top (women): 1st: Tamar Khmiadashvili (Georgia).

ISLE OF MAN:

Eighth Monarch Assurance

That the small and cozy Isle of Man should ever host a international chess tournament, let alone eight of the strongest in all of Great Britain in the past decade, sounded most unlikely from the very start. After all, having just a small handful of local players, not to mention being situated in the middle of the Irish Sea (an expensive flight from anywhere), does raise the questions "Why?" and "How?"

The answer is Dennis Hemsley, a retired lighthouse guardian who stubbornly defied common sense and probably a good deal of local gossip when he staged the first-ever international Open on the island back in 1992. Late last year Mr.

Hemsley had 54 players from 16 nations and, among them, 15 grandmasters headed by Nigel Short coming to visit the small village Port Erin!

On the tournament table top-seed Nigel Short rocketed to a 5½-½ only to fall back to earth (5½-2½) after a couple of severe blunders. This cleared the road for Emil Sutovsky, who won the event on tiebreak ahead of Sergei Shipov.

Two Americans who found their way to the event. William M. Paschall scored his sixth IM norm (!) while GM Sergey Kudrin said he felt uncomfortable playing a European open, with nine games in as many days, for the first time in years. Two other GMs who also didn't make it to the top were the young Russians Petr Kiriakov and Sergei Tiviakov. Keep an eye on the former in the future!

NIMZO-INDIAN DEFENSE [E38]

W: GM Petr Kiriakov
B: GM Sergei Tiviakov

Monarch Assurance Open, 1999

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Qc2 c5 5. dxc5 Bxc5 6. Nf3 Qb6 7. e3 Qc7

Black's second violation of the "never move a piece twice in the opening" rule. Yes, he did manage to force White to

play 7. e3, but is that worth the extra moves?

8. b3 b6 9. Bb2 Bb7 10. Be2 a6 11. Rd1 Be7 12. 0-0 0-0?!

A prophylactic ... h7-h6 could have saved Tiviakov a lot of trouble.

13. Ng5! (diagram) 13. ... Rd8?

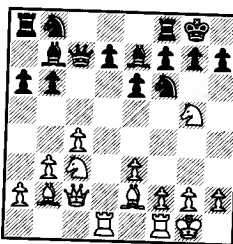
Better is 13. ... Re8! 14. Nd5 exd5 15. Bxf6 g6 16. Bxe7 Rxe7 and Tiviakov would be, if not satisfied, then at least alive.

14. Nd5! exd5 15. Bxf6 Bxf6 16. Qxh7+ Kf8 17. cxd5 d6

The move Black should have made long ago. And, no, the knight isn't *en prise* on g5, since 17. ... Bxg5 18. d6 threatens both 19. Qc7 and 19. Qh8 mate!

18. Bh5!!

Petr Kiriakov played this nearly instantly and left a visibly distressed Tiviakov alone at the table. With rook, bishop, and knight locked up on the queenside Black has little or no hope of saving his king.



Position after 13. Ng5!

18. ... Bxg5 19. Qh8+ Ke7 20. Qxg7 Rf8 21. Qxg5+ Ke8 22. Rc1 Qd8 23. Qf5 (diagram) 23. ... Qe7

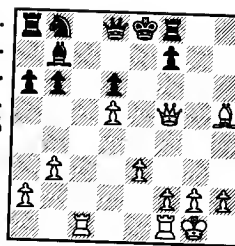
Or 23. ... Qd7 24. Qe4+ Kd8 25. Qh4+ Ke8 (on 25. ... f6, White plays 26. Qb4 and Black is in big trouble) 26. Rc4, threatening 27. Re4+. In this line, White is winning material while harassing Black's king.

24. Rc4 Nd7 25. Rc7 Bc8 26. Rfc1 Kd8 27. Bg4 Qe8 28. R1c6!

Yes, this does happens to 2600-plus grandmasters!

28. ... Rg8 29. h3 b5 30. Qf4 Qf8 31. Bxd7 Bxd7 32. Qf6+ Ke8 33. Rxd6 Rd8 34. Rxd7, Black resigned.

Final standings at the top: 1st-2nd: Emil Sutovsky, Sergei Shipov, 6½-2½. 3rd-10th: Nigel Short, Petr Kiriakov, Lev Psakhis, Sergei Tiviakov, Aleksandr Shneider, Jonathan Parker, Christopher Ward, Bogdan Lalic, 6-3. (And the Americans: 11th-16th: William Paschall, 5½-3½. 17th: Sergey Kudrin, 5-4.)



Position after 23. Qf5

PIRC DEFENSE [B07]

W: Eric Rosenthal
B: Miles Ardaman

Second Miami Memorial, 1982

Notes by FM Miles Ardaman

This game has significant theoretical value — the line adopted by White offers no appreciable advantage.

1. d4 Nf6 2. Nc3 d6 3. e4 g6

Reaching the Pirc Defense by transposition.

4. Bc4

This is not to be recommended. The alternative 4. f4 is stronger as well as sharper.

4. ... Bg7 5. Qe2

White plays for e4-e5. However, Black has two viable alternatives.

5. ... Nc6

More solid appears 5. ... c6, but this may actually leave White with a slight edge after 6. e5 dxe5 7. dxe5 Nd5 8. Bd2. 6. e5

Weak is 6. Nf3 due to 6. ... Bg4 7. Be3 e5 with at least equality for Black.

6. ... Nd7

Opening manuals do not mention this move. I discovered it during a tournament game several years ago and have since analyzed it at home. In this position, Black usually continues 6. ... Nxd4, leading to complex play after 7. exf6 Nxe2 8. fxg7 Rg8 9. Ngxe2, where White probably retains the better chances.

Please turn to page 65

Post-Mortems

As chess lurches further and further towards becoming a sport, no one knows what kind of sport it will be: something classy with Olympic games status — or the mental version of the World Wrestling Federation.

But there is one feature that chess will never share with sports — the humbling scrutiny of post-mortem analysis.

In sports, it often seems that the only thing remembered of individual plays is their results. Few fans remember what kind of pitch Mark McGuire hit for his 70th home run. Was it a curve or fastball? Slider or change-up? High and tight or low and away? It doesn't matter whether it was a good pitch or a bad one: all that matters is that it set the record.

Not so with chess. We can review the evidence of past games with unforgiving accuracy — and no sympathy for fond memories.

Consider the case of Mark Taimanov's greatest game.

SICILIAN DEFENSE [B48]
W: GM Anatoly Lutikov
B: GM Mark Taimanov
USSR Championship, 1969

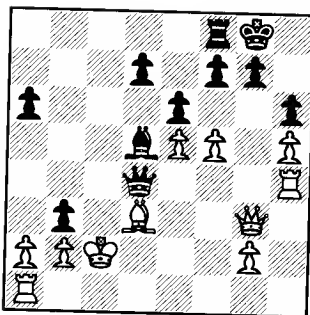
1. P-K4 P-QB4 2. N-KB3 N-QB3 3. P-Q4 PxP 4. NxP P-K3 5. N-QB3 Q-B2 6. B-K3 P-QR3 7. B-Q3 P-QN4 8. NxN QxN 9. B-Q4 B-N2 10. Q-K2 N-K2 11. P-B4 P-N5 12. N-N1 N-N3 13. Q-B2 B-Q3!

One of the themes of this then-fashionable opening was Black's attempts to provoke and advance of White's king pawn or king bishop pawn.

14. B-K3 0-0 15. N-Q2 QR-B1 16. P-KR4 Q-B2 17. P-K5 B-B4 18. P-R5 BxP 19. QxB N-K2 20. N-B4 N-B4 21. Q-Q2 B-Q4 22. N-K3 NxN 23. QxN Q-B4 24. Q-N3 P-R3 25. R-R4! Q-N8ch 26. K-Q2 Q-Q5

White's attack is deadly after 26. ... QxR 27. R-N4.

27. P-B5 RxPch 28. KxR P-N6ch



29. K-Q1 Q-N8ch 30. Q-K1 QxP 31. Q-B1 B-B6ch 32. K-K1 QxP 33. R-N1 QxPch 34. K-B2 PxRP 35. R-K1 Q-B3 36. K-N3 B-N7! 37. Q-N1 PxP! 38. Q-Q4 Q-N4ch 39. K-R2 B-K5! 40. KRxB PxR 41. QxKP QxPch, White resigns.

"Misha, today I am your pupil," Taimanov told Mikhail Tal, who watched the game with envy.

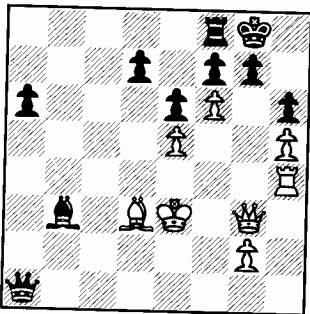
But almost immediately the quality of the game was devalued: in the post-mortem it was found that with 29. PxP BxPch 30. K-Q2! (not 30. KxB R-N1ch) White's king is very healthy.

After a lot of shifting of pieces back and forth in search of a killer, the two players concluded that Black's winning chances are gone after 30. ... QxNPch 31. K-K3 QxR 32. P-B6. They assumed that, of course, Black would just have to take a perpetual check.

But the biggest blow was delivered nearly 30 years later when Taimanov was preparing a collection of his best games. Ken Neat, the British translator who has been responsible for so many wonderful books by Russian players, asked a single question:

"What perpetual?"

And Taimanov admitted he couldn't find one.



Position after 32. P-B6 (analysis)

After 32. ... Q-N8ch 33. K-K2 or 32. ... Q-B8ch 33. K-B2 Q-Q7ch 34. B-K2 Q-N4 35. R-KN4! White wins. So that wonderful combination begun with 27. ... RxPch was really unsound.

Taking a critical look can do serious damage to old games that for decades were considered masterpieces. But it can also polish the luster of others.

For many years the game Capablanca-Marshall (New York 1918) — when the future world champion repulsed the first Ruy Lopez Marshall Gambit — was

considered a case of great defense beating a mishandled, sloppy attack.

Gradually, however, all the suggested improvements for Marshall, at Move 13, 16, 18, and 20, for example, were analyzed in depth — and all turned out to be faulty. Even suggested alternative defenses for Capablanca were refuted. The game is that rare case of a thrilling game, virtually flawless on both sides.

A lot of damage to great old games is being done these days by computers. David Bronstein said recently he learned this when he used a machine to look over one of his favorite games, a brilliancy prize winner he played nearly a quarter century ago.

CATALAN OPENING [E07]
W: GM David Bronstein
B: IM Raymond Keene
Teeside, 1975

1. P-QB4 N-KB3 2. P-Q4 P-K3 3. P-KN3 P-Q4 4. B-N2 QN-Q2 5. N-Q2 B-K2 6. KN-B3 0-0 7. 0-0 P-QN3 8. P-N3 B-N2 9. B-N2 P-B4 10. P-K3 R-B1 11. R-B1 R-B2 12. Q-K2 Q-R1 13. KR-K1 KR-B1 14. PxQP BxP 15. P-K4 B-N2 16. P-Q5!

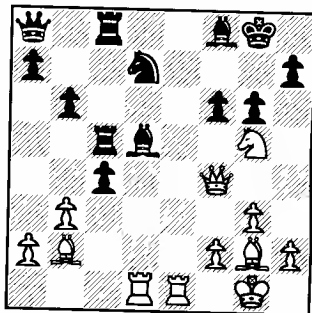
The pawn is doomed on Q5, but White gets great piece play now.

16. ... PxP 17. PxP B-B1

White has a strong initiative after 17. ... NxP 18. N-K4 P-KR3 19. QR-Q1.

18. N-K4! NxN 19. QxN BxP 20. Q-B5 P-N3

Not 20. ... P-KR3 21. N-N5! P-N3 22. BxB!! 21. Q-B4 P-B3 22. QR-Q1 P-B5 23. N-N5! R-B4

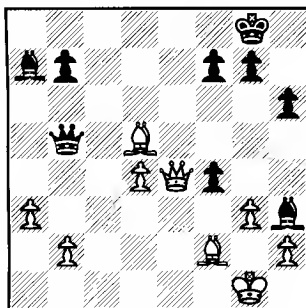


Bronstein was quite pleased with the way he finished off:

24. RxB RxR 25. PxP PxN 26. Q-N4 R-KB4 27. BxQ RxB 28. Q-K4 R-Q1 29. Q-Q4 K-B2 30. P-N4, Black resigns.

The game was widely published, with lavish praise for White's combination. But the computer pointed out what nobody had noticed: the simple 24. Q-R4, threatening mate on R7, ends the game immediately. The main idea is 24. ... PxN 25. Q-Q4, followed by 25. ... Q-B3 26. Q-R8ch K-B2 27. QxPch. On 24. ... P-KR3 White has 25. BxBch RxB 26. Q-K4. "I'm a graduate of that school that said chess is a complex game, that you can't play primitively — so I couldn't believe this!" Bronstein said.

But Bronstein knows the other side of the coin — that post-mortems can improve a reputation. Sort of: For years Salo Flohr, a world-class player before World War II, was remembered partly for this embarrassing situation, played in a small Swiss tournament in the 1930s:



Salo Flohr-Henri Grob
White to move

Seeing no defense White resigned — and was humiliated when it was pointed

out that 1. K-R1 Q-B8ch 2. B-N1 avoids 1. ... Q-B8 mate. For years the diagram appeared in books and magazines with the conclusion that White gave up in a winning position.

But according to Bronstein's best friend, Boris Veinstein, Bronstein restored Flohr's equanimity. Six years after Bronstein first saw the position he found 2. ... BxP! 3. QxB P-B6 with the simple threat of 4. ... B-N7 mate. White can only try for perpetual check, but after 4. BxPch KxB 5. Q-B4ch K-N1 6. Q-N8ch K-R2 White runs out of checks.

So White was doomed in the diagram after all — and this blotch on Flohr's career was erased, Veinstein wrote.

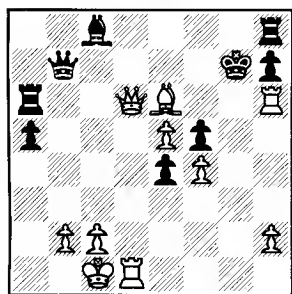
Only one problem; in the real game there was a White pawn on KB4, not a Black one. — so Bronstein's salvation doesn't work.

Moral: if you're going to post mortem history, get the moves right. ♣

CHESSQUAKES

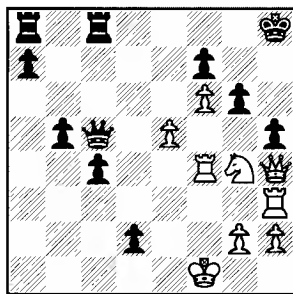
This year marks the 100th anniversary of the birth of one of the most entertaining players of chess history. Kurt Richter. The many-time champion of Berlin is best remembered today for his opening ideas (such as the Richter-Rauzer Sicilian) and some excellent books. But he also left a wealth of wonderful combinations. In each of the following Richter positions you are asked to find the fastest winning line of play. Usually this will mean the forced win of a decisive amount of material, such as a rook or minor piece. For solutions you can Check it Out on page 65.

No. I



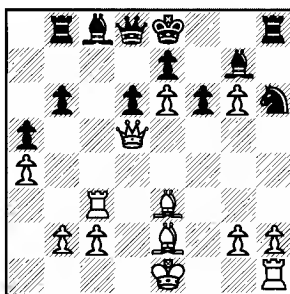
Richter-Dr. Lachmann
Stargrad 1932
White to play

No. II



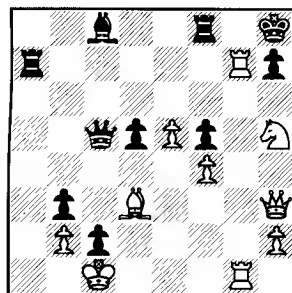
Richter-Reinhardt
Hamburg-Berlin telephone Match 1937
White to play

No. III



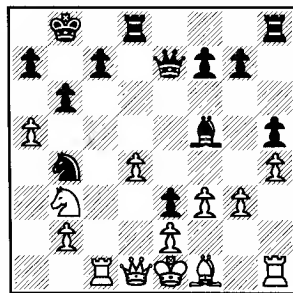
Richter-Hohensee
Berlin 1924
White to play

No. IV



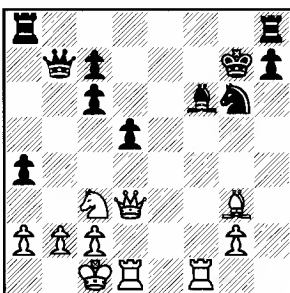
Richter-Kipke
Berlin 1934
White to play

No. V



Steffen-Richter
Stargrad 1934
Black to play

No. VI



Richter-Saemisch
Berlin Championship 1933
White to play

1. Kasparov ordered FIDE to NOT try to organize this title match because he had a sponsor in Los Angeles. When the sponsor quit, Kasparov asked FIDE to organize the match.

2. FIDE found a sponsor who offered \$5 million but then Kasparov refused to play! Who would trust him now?

3. Short suggested to Kasparov that they defect because he objected to FIDE receiving 10% of the prize money. The sponsor they found did not give more money than FIDE's sponsor.

Campomanes is guilty of many mistakes, but not that one!

A. You're entitled to your opinion, Jim, but it doesn't square with the facts. For openers FIDE awarded the match to Manchester for \$1.8 million without consulting the players, far below \$2.7 million later bid from the Times of London (and the players donated 10% of the purse to the PCA). There was never a serious \$5 million bid on the table — it came from the same sponsor of the Fischer-Spassky rematch in 1992; he later fled from Yugoslavia to Israel after embezzling millions from his failed banks. All this intrigue was duly reported in *Endgame* (Harmony Books, 1994) by Dominic Lawson, an insider with total access. He revealed a secret midnight meeting between Campo and Kasparov that took place behind the challenger's back. Short's reaction? "He's not a man of principle, is Gazza. He's forgotten everything we said in our joint press statement. Of course, it's my own fault for doing a deal with one of the most unpleasant people in the chess world" (page 64).

WOMEN AND FIDE

Timothy Hanke

Newburyport, Massachusetts

Q. (1) Because I respect women I oppose special tournaments for them, awarding special prizes, handing out cheapened titles, keeping rating lists of "top women" — or even expending much effort luring more women to tournaments. Rather, I would like to see more people play chess, their gender doesn't seem so important to me.

A. I've said this for years. Segregated events hold women back, which is why the Polgar sisters played only in mixed events.

Q. (2) I don't like pandering to any group, least of all by dumbing down the game to make it more palatable. Which is why I am so opposed to FIDE's new "world championship" format of two-game knockout matches with ties settled by quickplay games. I happen to believe the traditional two-player mano-à-mano

title match is far more interesting with a long buildup in the press that lets us learn more about both participants and choose sides. But even if FIDE's new format were more telegenic and appealing to the public (which it apparently isn't) it wouldn't be worth it to tart up the game and pimp it out like this simply to procure more interest from non-chess-players. Such a victory would not be worth it, because we are ending up with a product that players themselves can't respect.

A. Touché. Players went to Las Vegas mainly for a slice of the \$3 million pie offered by FIDE president Kirsan Ilyumzhinov. Before coming to America, Nigel Short assessed the plight of most pros: "We all know Ilyumzhinov is corrupt, but at least he's giving money to FIDE. Campomanes was corrupt and taking money from FIDE. If people are starving in Kalmykia it's sad, but it's not my problem. Chess is my livelihood."

MONKEY BUSINESS

Robert Musicant

Norwalk, Connecticut

Q. At a news conference, Garry Kasparov stunned listeners by offering a world championship title match to Curious George, a monkey best known through a series of children's books such as *Curious George Climbs a Ladder* and *Curious George Takes a Job*.

Asked about previously announced plans for a title match with Viswanathan Anand, Kasparov replied, "He's a has-been. Inter-species play is the wave of the future. I always ride the wave of the

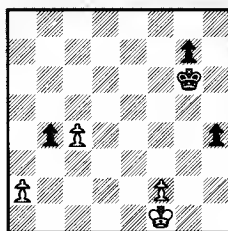
future." Kasparov also said the match would be held under the auspices of the newly-formed WISCA, the World Inter-Species Chess Association. He is also president and vice-president. "We hadn't realized the enormous interest the world has in monkey chess," said Kasparov.

Prior to this announcement it was unclear whether Curious George even knew how the pieces move, let alone being capable of playing at the highest level. When a questioner raised this point, Kasparov replied, "Curious George is a very clever monkey. He can learn quickly." He concluded by saying, "Look, the chess world demands this match. My life is devoted entirely to doing only what is good for chess — always has been, always will be."

A. When it first appeared on the Internet, someone quipped, "Curious George has the advantage. He'll move with his hands, write down moves with his foot, and push the clock with his tail. It's rumored that this is why Garry won't play blitz with it. Bobby Fischer already said he won't recognize the monkey as world champ if he wins. Maybe because the chimp is kosher and eats matzos?"

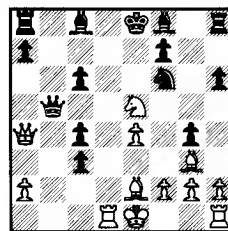
This spoof almost pales in comparison to some recent FIDE monkeyshines such as \$600,000 in prize checks that initially bounced in Las Vegas, trying to fine grandmasters \$1000 a minute for showing up late to a game, stripping both Karpov and Polgar of their titles, or accepting International Olympic Committee rules that ban players who drink coffee (considered a drug) before their Olympic chess games.

WHAT'S THE BEST MOVE?



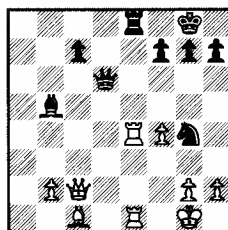
I. White moves

- A. K-N2
- B. P-B5
- C. P-B3



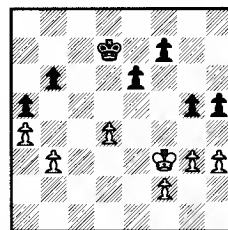
II. White moves

- A. R-Q8ch
- B. NxQB6P
- C. QxBP



III. Black moves

- A. RxR
- B. Q-N3ch
- C. Q-Q5ch



IV. Black moves

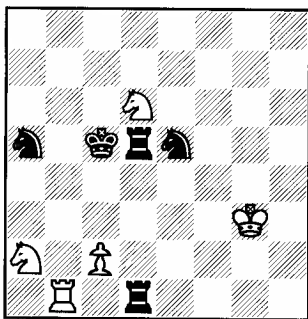
- A. P-B4
- B. P-B3
- C. K-Q3

You have three options to consider for each of the positions above, but only one of them is The Best Move. When you've decided which move you would play in each position, Check It Out on page 65.

Correction and Construction

As I mentioned in the December column on Selezniev, the best endgame composers can occasionally make mistakes. Let's take a look at one from a world champion:

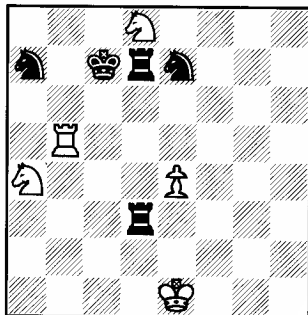
CLASSIC?



Emanuel Lasker 1905
White to move and draw?

The intended solution is 1. Rb5+ Kxd6 2. Rxd5+ Rxd5 3. Nc3, with a draw because the rook is trapped. It looks like Lasker wasn't familiar with Troitsky's work when putting this composition together. The famous endgame composer had already shown that two knights sometimes win if there is a defending pawn left and it can be blockaded. Here 3. ... Nac4 does the trick.

My correction looks like this:



Pal Benko (version) 1990
White to move and draw

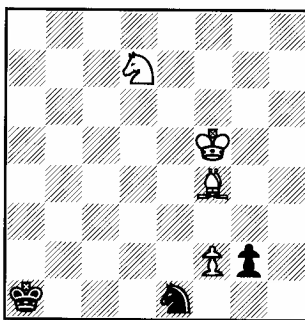
The solution is 1. Rb7+ Kxd8 2. Rxd7+ Rxd7 3. Nc5 Nac6 4. Nxd7 Kxd7 5. e5 Nd4 6. e6+! with a draw.

I tried to keep the original character while improving the composition somewhat and of course eliminating the cook. The rook has more escape squares this time, and the White king takes them away. This gives the winning monarch a role. In addition, the solution is longer in order to stop the blockade on e6, which would win for Black.

The Troitsky Line, which is the furthest a Black pawn can be safely blockaded by one of the White knights for a win, is a4-b6-c5-d4-e4-f5-g6-h4.

HERE WE GO AGAIN

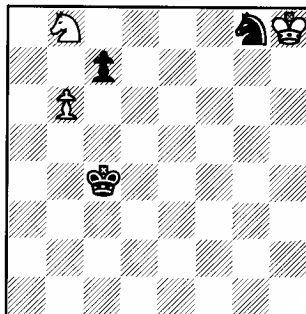
Apparently news of the Troitsky Line didn't travel very fast, because almost a decade later a good composer and player made the very same mistake:



H. K. Mattison 1914
White to move and draw?

The intended solution is 1. Bh2 Nf3 2. Bg1 Nxg1 3. Ne5 Ne2 4. Nf3 Nd4+ 5. Kg4 Nxf3 6. Kh3 g1=B (6. ... g1=R and 6. ... g1=Q stalemate) 7. Kg2, draw.

But 6. ... g1=N+! wins the game, as we have seen. To save the idea, the colors should be switched and the stipulation changed to "White to move and win." The following version eliminates the flaw and keeps the composition a miniature:



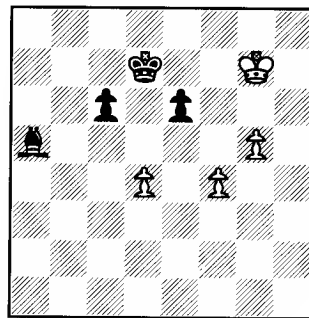
Pal Benko (version)
White to move and win

1. b7 Ne7 2. Nd7 Nc6 3. Ne5+ Kb5 4. Nxc6 Ka6 5. b8=N+! wins.

The underpromotion to a bishop was eliminated because it plays no role in the theme.

WATCH OUT FOR THE CORNER

Here is another one from a good composer, who happened to be a well-known GM.



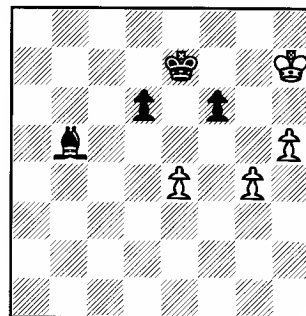
Richard Reti 1928
White to move and draw?

The intended solution is 1. d5! cxd5 2. Kf7 Bc3 3. g6 Kd6 4. Kf8 Bh8 5. Kg8 Bb2 6. Kf8 and Black can't make progress because he can't start to push his pawns. Therefore it is a positional draw.

But there is a cook.

After 1. ... exd5 2. Kf7 Bc3 3. g6 a surprising move demolishes the whole idea: 3. ... Bh8! If 4. f5 4. ... d4 5. f6 d3 6. g7 Bxg7 7. fxg7 d2 8. g8=Q d1=Q and only a computer can tell what the outcome will be. Indeed, the monster shows a win for Black in 60 moves following 9. Qe8+ and a 62-move win after 9. Qa8. Or 4. Kg8 Bb2 5. Kf7 c5 6. f5 c4 7. f6 c3 and Black winds up with an extra piece, with no perpetual check.

You can find a corrected version of this composition in some books, which simply set up the position after 1. d5 cxd5 so that 1. ... exd5 is not possible. But I can't condone a correction that amputates the best move of an endgame. Therefore, using similar methods as in the Lasker composition, I moved every-other one square to the right:



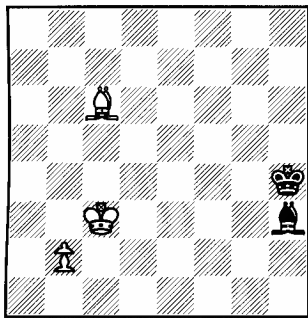
Benko (version)
White to move and draw

The solution is the same: 1. e5! etc., but the tricky 3. ... Bh8! is no longer possible. Moreover, on 1. ... dxe5 we get 2. Kg7 Bd3 3. h6 Bh7! 4. Kxh7 Kf7 5. g5! fxg5 6. Kh8 g4 7. h7, which stalemates the White king.

BACK TO THEIR HOME SQUARES

There is a similar "correction" of one of

Nikolay Grigoriev's endgame compositions, which even appears in later editions of his own books.



Benko (version)
White to move and win

In the original endgame, the Black bishop is on h5, but after 1. b4 Bd1!, the move 2. b5 is no good because of 2. ... Ba4. Therefore, the first move was truncated and the position set up with the White pawn already on b4 and the Black bishop on e2. Of course, the endgame is not as impressive, and is artistically inferior compared to when the pawns start from their home squares.

My version gives some new variations to the solution, which goes:

1. b4 Bf1 2. Bd5 Kg5 3. Bc4 Bh3

Strangely, this is the best defense. If 3. ... Bg2 4. b5 Kf6 5. Kb4! Ke7 6. Ka5 and the king goes to a7!, securing the win.

4. b5 Kf6 5. b6 Bc8

If 5. ... Bg2 6. Kd4 Ke7 7. Bd5 wins.

6. Kd4 Ke7 7. Kc5 Kd7 8. Bb5+! Kd8 9. Kc6!

But 9. Kd6? Bb7 10. Bd7 Bf3 11. Be6 Bb7! with a draw due to Zugzwang.

9. ... Bd7+ 10. Kd6 Bc8 11. Bc4! Bb7 12. Be6 and White wins.

If 12. ... Ba6 13. Kc6 Bc8 or 13. ... Ke7 14. Bc4 wins.

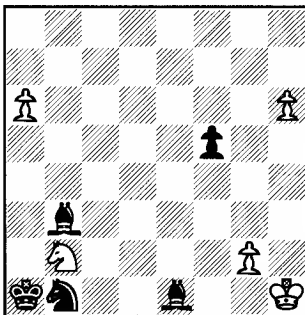
Here is my added line: **1. ... Kg5 2. b5**

Kf6 3. b6 Bc8 4. Kb4 Ke7 5. Kb5 Kd6 6. Bf3 Ke7 7. Kc6 Kd8 8. Be2 wins. The White king eventually gets to a7.

This is quite a long solution, but it has some practical value.

KNIGHT VS. BISHOPS

Unfortunately, many defective endgames are floating around, and some of them are from famous composers. Sometimes they only need minor adjustments to make them sound and give them added value. Here is one of them:



Troitzky / Benko (version) 1940
White to move and win

This can be found in many endgame books, but with the Black knight on a2, which is the original. The main line is:

1. Nd1 Bg3 2. Ne3

Every knight move threatens a killing pawn push.

2. ... Ba4 3. Nc4 Bh4 4. Ne5 Bb3

Or 4. ... Bc2 5. Nd7 Bf2 6. h7 Bd4 7. Nc5.

5. Nd7 Bf2! 6. Nf6 Bd4 7. a7 Bd5! 8. Nxd5 Bxa7

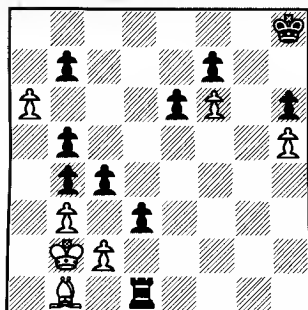
This is the cook with the knight on a2. But the knight on b1 eliminates the problem:

9. Nb4! Na3 10. Nc6!

... and finally the bishop is dominated, which is the basic theme of this endgame.

BENKO'S BAFFLERS

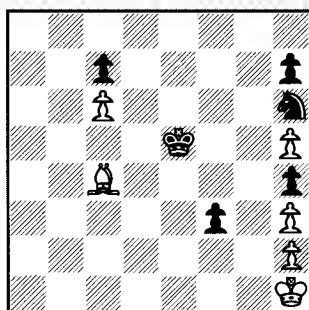
Send submissions to Benko's Bafflers, *Chess Life*, 3054 Route 9W, New Windsor, NY 12553.



1788

K. Vsevolod
Russia

White to play
and draw.

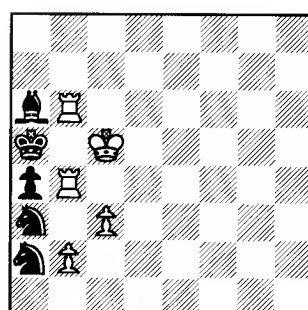
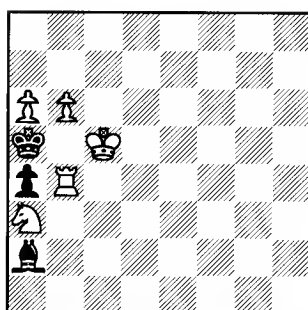
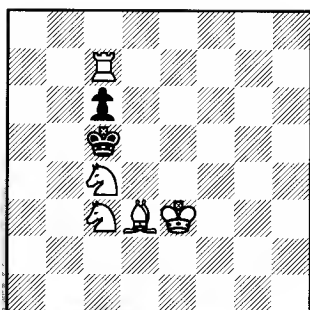
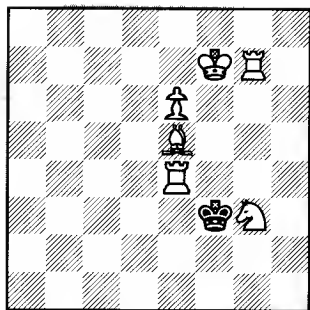


1789

K. Vsevolod
Russia

White to play
and draw.

Most studies resemble positions that could occur over-the-board. You must simply reach a theoretically won or drawn position for White. If you think you've got the right answers — or if you're simply baffled — Check It Out on page 65.

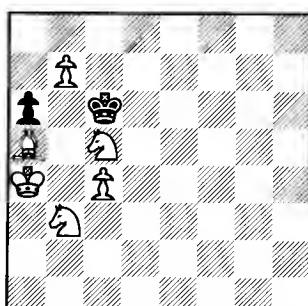
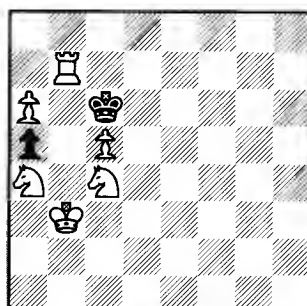
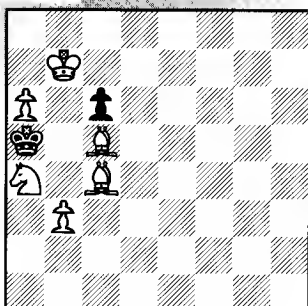
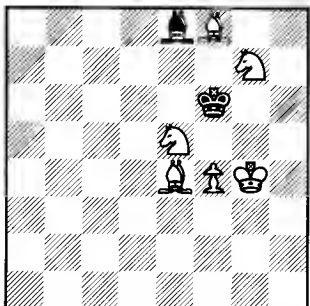


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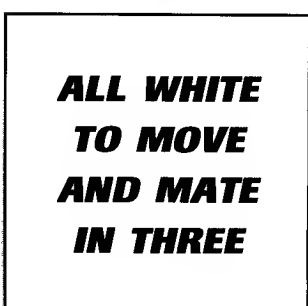
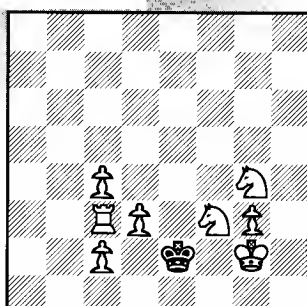
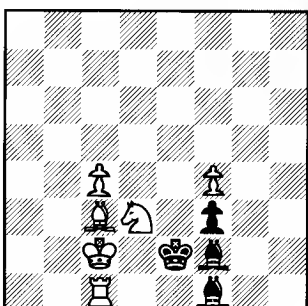
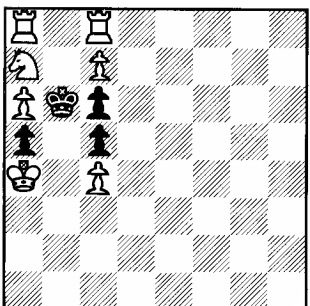


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**ALL WHITE
TO MOVE
AND MATE
IN THREE**

SOLUTIONS

- Chess**
1. Bd4 Kg2 2. Nf1+
1. Ra6 Kb4 2. Na2+
1. b7 Bd5 2. b8=N
1. b3 axb3 2. Ra4+ 1. ... Nxc3 2. R4b5+
1. ... Bb5 2. R6xb5+
Life
1. Bf5 Bg6 2. Nd7+
1. Bd5 cxd5 2. Nc3
1. Ncb6 Kpb5 2. Nc8+
1. b8=R Kd6 2. Re8
Pal
1. Re8 Kxc7 2. Re7+ 1. ... Kxa6 2. c8=Q+
1. Bd4 Bg3 2. Re1+ 1. ... Bh3 2. Bxf2
1. Nf2 Ke3 2. Kf1
Benko
Happy
New
Millennium

Opening SHOTS

ABCS OF CHESS

This month begins a new series of instructional columns for newcomers and casual tournament players. In most cases the problems offered will give options, when the right or wrong

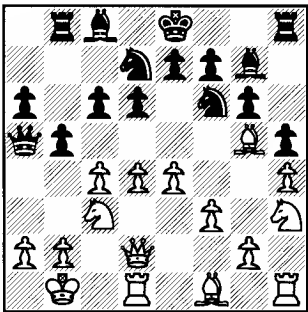
choice will illustrate some useful principle or tip about opening play. In order to get the most from these examples, the reader is advised not to move the pieces from the point of the diagrammed problem, no matter how difficult the question may seem, for developing the ability to analyze in your head is one of the best ways to improve.

Question #1

King's Indian Defense [E80]

1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6
5. f3 c6 6. Bg5 a6 7. Qd2 b5 8. 0-0-0 Qa5
9. Kb1 Nbd7 10. h4 h5 11. Nh3 Rb8

Q: If White decides to move his light-squared bishop, should he play it to e2 or d3?



A: The development 12. Bd3 obstructs White's defense to d4, and puts the bishop where it could be attacked by an exchange on c4. But it's better than 12. Be2?, which leaves the c3-knight without a safe square. Black then traps it with 12. ... b4.

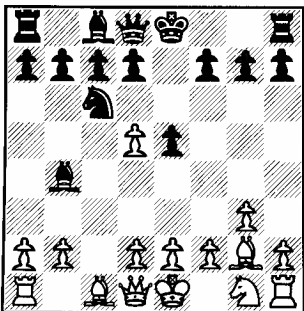
Thought: Try to develop your pieces harmoniously, so that they don't stumble over each other.

Question #2

English Opening [A25]

1. c4 e5 2. g3 Nc6 3. Bg2 Nf6 4. Nc3
Bb4 5. Nd5 Nxd5 6. cxd5

Q: Black must move his c6-knight. Which is better, invading on d4, or retreating the knight to e7?



A: Retreating (6. ... Ne7) is a little cumbersome, in that it blocks the queen and

temporarily takes away a useful square for the bishop. But it's much better than 6. ... Nd4, which loses a piece to 7. e3, for 7. ... Nb5 is met by 8. Qa4, while 7. ... Nf5 is rebuked by 8. Qg4.

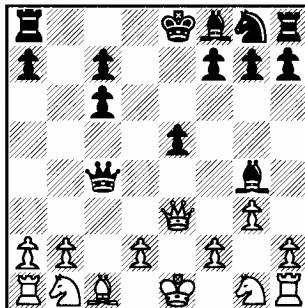
Thought: Try to see the consequences of your moves. Black shouldn't have exchanged on d5 without considering what the c6-knight would do after the d5 exchange.

Question #3

King's Fianchetto [A00]

1. g3 e5 2. Bg2 d5 3. c4 d4 4. e3 Nc6
5. exd4 Qxd4 6. Bxc6+ bxc6 7. Qe2 Bg4
8. Qe3 Qxc4

Q3: Black is threatening mate at c1. Should White take the e-pawn with check, 9. Qxe5+, and then guard c1, say with a gain of time, by 10. Na3, or should he just deal with the c1 threat, say by the immediate 9. Na3?



A: White has a number of adequate ways to cope with the mate threat, and 9. Na3 is certainly one of them. Taking the pawn with 9. Qxe5+, however, even though it's with check, is not quite right, for Black can answer 9. ... Kd7!, when White is faced with two threats: the former one at c1, and the new one, which is 10. ... Re8, pinning White's queen. Meanwhile, 10. Qc3 is crushed by 10. ... Re8+ anyway.

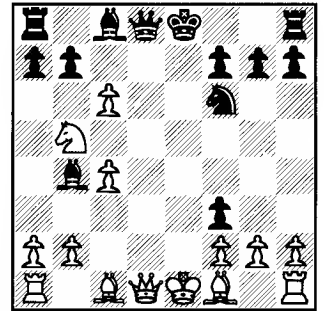
Thought: Avoid allowing the center to open with your king still in it (uncastled).

Question #4

Queen's Gambit [D32]

1. d4 d5 2. c4 e6 3. Nc3 c5 4. Nf3 cxd4
5. Nxd4 e5 6. Nf3 d4 7. Nb5 Nf6 8. e3
Nc6 9. exd4 e4 10. d5 exf3 11. dxc6

Q: If Black plays 11. ... Bb4+, how should White get out of check?



A: The interposition 12. Bd2 is natural, but it loses material to 12. ... Qe7+, when White is unable to play his dark-square bishop to e3, since it is pinned at d2. A better block, therefore, is 12. Nc3, which is a retreat and could lead to a worsening of White's pawn structure, but this is better than losing.

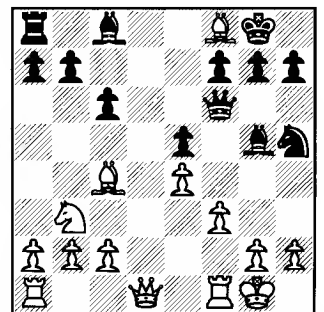
Thought: Don't emphasize small things when serious things (king safety) are at stake.

Question #5

Sicilian Defense [B44]

1. e4 c5 2. Nf3 Nc6 3. d4 cxd4 4. Nxd4
e6 5. Be3 Nf6 6. Nd2 e5 7. Nxc6 dxc6 8.
f3 Be7 9. Bc4 0-0 10. 0-0 Nh5 11. Nb3
Bg5 12. Bc5 Qf6 13. Bxf6

Q: What is Black's best move, and how should White reply to it?



A: Black's best move is to insert a check, 13. ... Be3+, before taking back on f8. In answer to 13. ... Be3+, White on the surface has to play 14. Kh1, but this loses at once to 14. ... Ng3+ 15. hxg3 Qh6 mate. So the right defense is the surprising 14. Rf2, which gives back at least the Exchange, but this is somewhat better than getting mated in two moves.

Thought: Even in "automatic situations," where the response seems obvious, step back a bit and take another look, just to make sure.

Please turn to page 19

The End of the Almost Perfect Defense

The defense in this month's game can arise from either a Nimzo-Indian or Queen's Indian move order. Its flexibility and freedom from pawn weaknesses were much prized by Aron Nimzovich, who played it contentedly throughout the 1920s. Indeed, its popularity has even expanded in recent years to the point where it has been considered the ideal defense. Everyone acknowledges that Black's development is smooth, that he early on exchanges off his dark-squared bishop and then puts his pawns on dark squares where they don't block his remaining bishop. Moreover, they form a complementary shield with it. But Jan Timman beautifully put his finger on its drawback in his game against Anatoly Karpov in the third round of the VAM Tournament in Hoogovens in October.

His secret? — the initiative. Black's play is passive and yields White the chance for spatial aggrandizement, first on the queenside and then on the other side. When Timman engineers a breakthrough in the neighborhood of the enemy king, the jig is up.

NIMZO-INDIAN DEFENSE [E21]

W: GM Jan Timman

B: GM Anatoly Karpov

VAM Tournament, Hoogovens, 1999

1. d4 Nf6 2. c4 e6 3. Nc3 Bb4 4. Nf3

In his excellent book on the Nimzo-Indian, Svetozar Gligoric calls what follows from this move, "the Flexible Variation" because it is noncommittal, White retaining the choice of pawn formations with e2-e3 or g2-g3. On 4. ... c5, Kasparov used 5. g3 against Karpov in their 1985 and 1986 championship matches and scored two wins and three draws. Despite this success, he has lately gone over to Capablanca's favorite, 4. Qc2.

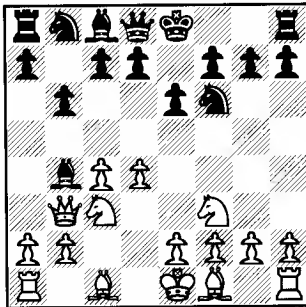
4. ...b6

Starting toward a quiet, positional system, but it poses no challenge to the

White center. Judit Polgar played 4. ... 0-0 5. Bg5 c5 6. d5?! (too ambitious here) 6. ... d6 7. Rc1 exd5 8. cxd5 Nbd7 9. e3 h6 10. Bh4 Qa5 11. Nd2 b5! to convert the game into a kind of Benoni formation facing Timman in last year's Hoogovens and she won impressively.

5. Qb3

In the third game of the 1990 Seirawan-Timman exhibition match in Hilversum, the Netherlands, Timman played 5. ... c5, but after 6. a3 Ba5 7. Bg5, he should have continued with 7. ... Bb7 so that 8. 0-0-0 can be met by 8. ... Bxc3 9. Qc3 Ne4. Of course, White can avoid this simplification by 8. e3 which ought to lead to a complicated, unclear game.



5. ... Qe7

In an Avrukh-Shariyazdanov game, Elista Olympiad, last year, 5. ... c5 6. Bg5 h6 7. Bh4 Nc6?! 8. d5 Na5 9. Qc2 Nxc4 10. 0-0-0! Bxc3 11. Qxc3 b5 12. e4 Qc7 13. d6 gave White a crushing attack.

6. a3 Bxc3+ 7. Qxc3 Bb7 8. e3

It is possible to play 8. g3, but the development that Timman is about to set up has been the most successful one lately. It only looks as though it is doing nothing to wrest control of e4 away from Black.

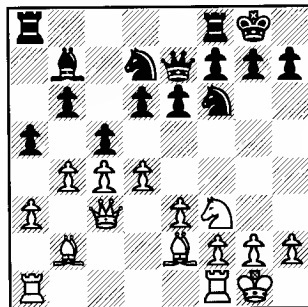
8. ... 0-0 9. Be2 d6

Continuing with his plan of keeping a compact, flexible pawn formation, Karpov turns down the alternative, 9. ... d5 which opens the c-file after 10. cxd5, weakens the e5-square, and opens the position for Timman's bishop-pair.

10. 0-0 Nbd7 11. b4 c5

Playing to hold the line in the hope of producing an impenetrable array of pawns.

12. Bb2 a5



This is the last chance for Karpov to scout around for an attack with 12. ... Ne4, but after 13. Qb3 f5 14. Rad1, White

threatens 15. Ne1 followed by 16. f3. And, as Karpov would say, "I see my weaknesses, but where is my mate?"

13. Rfd1 axb4 14. axb4 Rfb8 15. Nd2 Qd8

Not possible is 15. ... Ne4? because of 16. Nxe4 Bxe4 17. dxc5, winning two pawns.

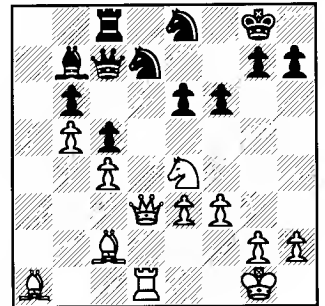
16. f3 Rxa1 17. Bxa1

Timman is playing for a win and therefore will not invite simplification with 17. Rxa1 Ra8.

17. ... Ra8 18. Bd3 Qc7 19. Bc2 Rc8 20. dxc5 dxc5 21. b5

After the text, Karpov is hemmed in and his knights have no outposts, but so far his only weakness is on the d-file.

21. ... Ne8 22. Ne4 f6 23. Qd3



23. ... Bxe4

Letting his only bishop go is not a happy thought. However, the endgame is lost after 23. ... Ne5 24. Bxe5 Qxe5 25. Qd7! Rb8 26. f4! Qc7 (26. ... Qf5? loses at once to 27. Nd6! Qxc2 28. Qf7+) 27. Qxe6+ Qf7 28. Qxf7+ Kxf7 29. Nd6+ Nxd6 30. Rxd6 Bc8 31. Rd8. Moreover, 23. ... Nf8 24. Bb2 h6 25. Nd6 Rd8 26. Nxe8 Rxe8 27. Qd6 Qxd6 28. Rxd6 Ra8 29. Rxb6 Ra2 30. Rxb7 Rxb2 31. Be4 yields White an easily won ending because Black cannot cope with the passed b5-pawn backed up by rook and bishop.

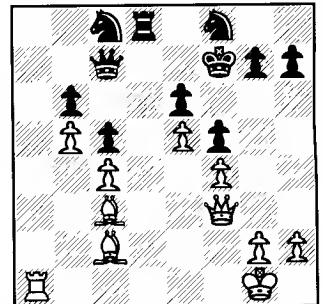
24. Qxe4 Nf8 25. Qd3

Renewing his grip on the d-file.

25. ... Kf7 26. Bc3 Ke7 27. Ra1

Now that Karpov is able to contest the d-file with 27. ... Rd8, Timman shifts to the a-file.

27. ... Rd8 28. Qe2 Nd6 29. f4 Kf7 30. e4 Nc8 31. e5 f5 32. Qf3



32. ... Ne7

An invasion with 33. Qc6 has to be prevented.

33. h3 Kg8 34. Kh2 Nfg6 35. g3 Kf7 36. h4 Kg8 37. h5 Nh8

The more reasonable 37. ... Nf8 may be

better, but after 38. g4 Karpov would still be under pressure.

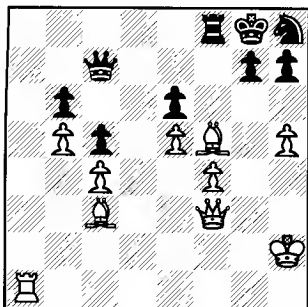
38. g4!

Beginning the decisive breakthrough.

38. ... Rf8

If 38. ... fxe4 39. Qxe4 Qc8 40. Ra7 Re8 41. h6, the Black defense crumbles.

39. gxf5 Nxf5 40. Bxf5



40. ... Rxf5

Or 40. ... exf5 41. e6! Re8 42. Ra8 Qe7 43. Qg2 Rxa8 (or 43. ... g6 44. Rxe8+ Qxe8 45. Qb7 Qf8 46. Qd7 and there is no defense against 47. e7) 44. Qa8+ Qf8 45. Qb7 and there is still no defense against 46. Qd7 and 47. e7.

41. Ra8+ Rf8 42. Rxf8+ Kxf8 43. Qa8+ Kf7 44. Qxh8 Qb7 45. h6, Black resigns.

There is no no perpetual check after 45. ... Qe4 46. Qxg7+ Ke8 47. Qg3, and 47. ... Qxc4 loses quickly to 48. Qg8+ Kd7 49. Qxh7+ Kc8 50. Qg8+ Kc7 51. Qg7+ Kb8 52. h7. ♚

OPENING SHOTS

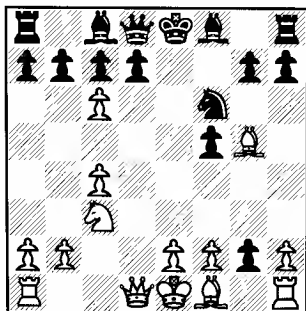
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Question #6

English Opening [A27]

1. c4 e5 2. Nc3 Nc6 3. Nf3 f5 4. d4 e4 5. Bg5 Nf6 6. d5 exf3 7. dxc6 fxg2

Q: If White tries to avoid losing a pawn by interpolating 8. cxd7+ before retaking on g2, how should Black respond?



A: After 8. cxd7+ Black has the astonishing 8. ... Nxd7!, and White loses a piece, even though Black's queen is attacked. If 9. Bxd8, then 9. ... gxh1=Q gets the queen back with interest. And on 9. Bxg2, then 9. ... Qxg5 wins the bishop.

Thought: Be careful on relative pins. Unlike absolute pins, when the pinned unit is pinned to the king, relative pins can sometimes be ignored if the tactics justify it. ♚

Opening FORUM

by Grandmaster
Edmar Mednis

The Test of Time

In the April 1998 issue of *Chess Life* (pg. 30) I took a first step in a retrospective look at the openings of the 1972 Fischer-Spassky World Championship Match, by discussing the four games where Bobby was Black against 1. d4. In the Feb. 1999 issue (pg. 22) I started on the games where he was Black vs. 1. e4. Here I continue that excursion.

SICILIAN DEFENSE

[B99]

Najdorf Variation

W: GM Boris Spassky

B: GM Robert J. Fischer

World Championship, Reykjavik 1972 (Game 15)

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Be7

At the start of this game Fischer led by three points. Thus quite sensibly he avoids the extremely sharp 7. ... Qb6 with which he experienced a painful loss in Game 11. In any practical sense the variations after the text are sufficiently unbalanced to provide ample winning chances for Black.

The strategic fight plan will consist of first getting in some development and then undertaking counterplay on the queenside, starting with ... b5.

8. Qf3 Qc7 9. 0-0-0 Nbd7 10. Bd3

White completes the development of his minor pieces, then brings the king rook to e1, and looks for action in the center, with a thematic sacrifice via Nc3-d5. This is by far White's sharpest.

The main line, at the time of this game as well as now, starts with 10. g4 b5 11. Bxf6 Nxf6 12. g5 Nd7 13. f5. With perfect defense, Black will equalize.

10. ... b5 11. Rhe1 Bb7 12. Qg3

By removing the queen from Black's light-squared bishop's diagonal, White has the opportunity for an eventual e4-e5 break. Moreover, the queen "looks" at the potentially vulnerable g7-square.

Also possible is the immediate 12. Nd5!?. After 12. ... Nxd5 (12. ... exd5 is too risky, due to 13. Nf5!) 13. exd5 Bxg5, instead of 14. Rxe6+!?, (which failed in Mitrovanov-Petrovic, Yugoslavia 1999), Ilincic and Petrovic, writing in *Informant* 75/247, suggest 14. fxg5 Ne5 15. Qh3

Bxd5 16. g6! with compensation.

12. ... 0-0-0

Does not work out for Fischer, though Black does have possible improvements on Moves 17 and 18. The critical way is to go for 12. ... b4!?. The main line then is 13. Nd5! exd5! 14. exd5 Kd8 15. Qe3 Nb6 16. Nf5 Nbx6 17. Qd4 Bf8 18. Be4 Kc8 19. Nxe7 Nxe4 20. Ne8 Qc5 21. Qxh8 Ne3 22. Re2 Nc3 (Kohlweyer-Tomczak, Baden-Baden, 1987). *ECO B* "diplomatically" evaluates this position as "unclear."

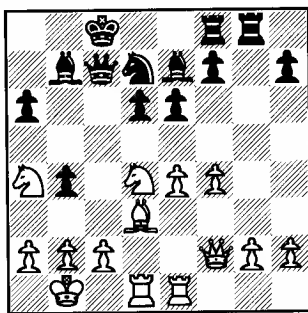
13. Bxf6! Nxf6

The only recapture. Black is in major trouble after both 13. ... Bxf6? and 13. ... gxf6? 14. Qg7 (14. ... Rdf8 15. Nxe6!).

14. Qxg7 Rdf8 15. Qg3 b4 16. Na4 Rgh8 17. Qf2 Nd7

A valid alternative is 17. ... Qa5 18. b3 d5! 19. e5 Ne4 20. Bxe4 dxe4 21. g3 Rd8. GM Aivars Gipslis calls this unclear.

18. Kb1



The critical moment. Black must immediately get going with 18. ... Nc5! 19. Nxc5 dxc5 20. Nf3 c4! as recommended by GM Viktor Korchnoi. Black then has promising compensation. As played, Fischer allows White time to consolidate his position and remain up a sound pawn. The coming play is exciting, yet mutual nervousness leads to errors. For further analysis I refer the reader to GM Svetozar Gligoric's work in *Informant* 14/507. The rest of the game:

18. ... Kb8? 19. c3! Nc5 20. Bc2 bxc3 21. Nxc3 Bf6 22. g3 h5 23. e5 dxe5 24. fxe5 Bh8! 25. Nf3 Rd8 26. Rxd8+ Rxd8 27. Ng5 Bxe5 28. Qxf7 Rd7 29. Qxh5? Bxc3 30. bxc3 Qb6+ 31. Kc1?! Qa5 32. Qh8+ Ka7 33. a4 Nd3+ 34. Bxd3 Rxd3 35. Kc2 Rd5 36. Re4! Rd8 37. Qg7 Qf5 38. Kb3 Qd5+? 39. Ka3 Qd2 40. Rb4 Qc1+ 41. Rb2 Qa1+ 42. Ra2 Qc1+ 43. Rb2 Qa1+, draw.

Conclusion: Black's main line remains sound; additional experience is necessary to tell whether 12. ... 0-0-0 or 12. ... b4 is preferable.

PIRC DEFENSE

[B09]

Austrian Attack

W: GM Boris Spassky

B: GM Robert J. Fischer

World Championship, Reykjavik 1972 (Game 17)

1. e4 d6 2. d4 g6 3. Nc3 Nf6 4. f4 Bg7 5. Nf3

After a small intermezzo (2. ... g6

instead of the usual 2. ... Nf6) we have reached the starting point of the main line Austrian attack (4. f4). The Pirc was indeed a rare bird in Fischer's repertoire: this game was its only occurrence in 1972 and it did not reappear in 1992.

By far the main line in 1972 continued with the solid 5. ... 0-0. However, Fischer, in aiming for immediate central counterplay, selects a more dynamic continuation. With the passage of time, Fischer's way has become the popular way also.

5. ... c5 6. dxc5

Sound and solid. Equally popular and leading to greater complications is 6. Bb5+ Bd7 7. e5.

6. ... Qa5 7. Bd3 Qxc5 8. Qe2 0-0 9. Be3 Qa5 10. 0-0 Bg4!

The theoretical novelty that Fischer had prepared for the match. After the previously standard 10. ... Nc6?! 11. h3!, Black's light-squared bishop has no good spot. At the same time, White's control of g4 offers him excellent chances on the kingside — as had been amply demonstrated in earlier play.

Fischer's novelty allows him to exchange off his inferior minor piece as well as being able to challenge the d4-square. It retains the gold ring.

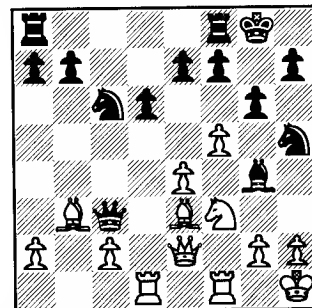
11. Rad1

Forced to fend for himself, Spassky comes up with a perfectly reasonable approach: assume control of d5 and the d-file. Nevertheless, such a plan is too slow and artificial to lead to an advantage. For well over 20 years, main line play has been 11. h3 Bxf3 12. Qxf3 Nc6 13. a3 Nd7 14. Bd2 Qb6+ 15. Kh1 Nc5 16. Rab1 Nxd3 17. cxd3 f5. White has a slight advantage, due to attacking prospects on the kingside.

11. ... Nc6 12. Bc4 Nh5 13. Bb3

Subsequently Spassky suggested 13. Rd5, followed by 14. Rg5. After the text, Black snaps off a queenside pawn at the cost of some weakening of his kingside.

13. ... Bxc3 14. bxc3 Qxc3 15. f5



15. ... Nf6

Fischer recentralizes the knight. A couple months later, Black preferred to immediately eliminate White's king bishop with 15. ... Na5 16. Bd4 Qc7 17. h3 Nxb3 18. cxb3 (Gligoric-Hort, Skopje Olympiad 1972). Black won in 62 moves. The position remains difficult to call.

16. h3 Bxf3 17. Qxf3 Na5 18. Rd3 Qc7

19. Bh6 Nxb3 20. cxb3 Qc5+ 21. Kh1 Qe5?!

A controversial decision. GM Robert Byrne and IM Ivo Nei, in their outstanding book, *Both Sides of the Chessboard*, analyze 21. ... Rfc8 22. g4 Qe5 23. fxc6 hxc6 as advantageous for Black. Instead, Fischer trusts the strategic safety of a great knight and a good pawn for the rook. The game concluded:

22. Bxf8 Rxf8 23. Re3 Rc8 24. fxc6 hxc6 25. Qf4 Qxf4 26. Rxf4 Nd7 27. Rf2 Ne5 28. Kh2 Rc1 29. Ree2 Nc6! 30. Rc2 Re1 31. Rfe2 Ra1 32. Kg3 Kg7 33. Rcd2 Rf1 34. Rf2 Re1 35. Rfe2 Rf1 36. Re3 a6 37. Rc3 Re1 38. Rc4 Rf1 39. Rdc2 Ra1 40. Rf2 Re1 41. Rfc2 g5 42. Rc1 Re2 43. R1c2 Re1 44. Rc1 Re2 45. R1c2, draw.

Conclusion: Both 5. ... c5 and 10. ... Bg4 have stood the test of time.

ALEKHINE'S DEFENSE

[B05]

W: GM Boris Spassky

B: GM Robert J. Fischer

World Championship, Reykjavik 1972 (Game 19)

1. e4 Nf6 2. e5 Nd5 3. d4 d6 4. Nf3 Bg4

The secondary 4. ... g6 variation has done its job (a good win in Game 13 — see *Chess Life*, Feb. 1999, p. 22) and Fischer reverts to main line play. The text is the thematic approach to the position: since Black's objective is to undermine White's advanced e-pawn, the pin on the king knight can only help.

5. Be2 e6 6. 0-0 Be7 7. h3 Bh5 8. c4 Nb6 9. Nc3 0-0 10. Be3

White has smoothly completed his minor piece development and has a substantial central superiority. Normal methods by Black won't do. For example, 10. ... dxe5?! 11. Nxe5 Bxe2 12. Qxe2 yields White a secure central and developmental edge, while 10. ... Nc6?! 11. exd6 cxd6 12. d5! exd5 13. Nxd5 gives White a superior pawn formation and spatial plus.

Those who play Black have learned the only potentially vulnerable point in White's position is c4. Therefore ...

10. ... d5! 11. c5 Bxf3! 12. Bxf3

White has not been able to crack Fischer's defense in spite of more than 27 years of effort. Therefore the main line has become 12. gxf3, which prevents 12. ... Nc4? because 13. Bxc4 dxc4 14. Qa4 gains a valuable pawn. After 12. ... Nc8 13. f4 Nc6 White keeps a normal opening advantage after either 14. b4 or 14. f5 exf5 15. Bf3.

12. ... Nc4 13. b3!

Subsequently both 13. Bf4 and 13. b4 were investigated at great length. White should be happy to be rid of his do-nothing dark-squared bishop.

13. ... Nxe3 14. fxe3 b6!

Fischer starts dynamic counterplay on the queenside, while Spassky makes use of his new e-pawn to get at Black's center. Through the end of the game, the

play of both great champions remains state of the art. It is possible that 14. ... Nc6 also is good for eventual equality.

15. e4! c6 16. b4 bxc5 17. bxc5 Qa5! 18. Nxd5!

Spassky looks forward to 18. ... exd5? 19. exd5 with a most powerful pawn phalanx. Fischer will have none of it and responds instantaneously with ...

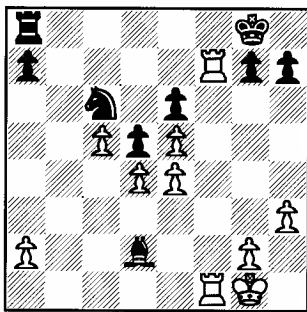
18. ... Bg5! 19. Bh5!

White's knight has no retreat — so he makes use of his edge in development to start a direct attack on Black's king.

19. ... cxd5 20. Bxf7+! Rxf7 21. Rxf7 Qd2!!

Black needs counterplay, since both 21. ... Kxf7?? 22. Qh5+ and 21. ... Be3+ 22. Kh2 Kxf7 23. Qh5+ Ke7 24. Rf1 win for White. After the text White cannot avoid the exchange of queens because 22. Qf3? loses to 22. ... Qxd4+ 23. Kh2 Qxe5+ 24. g3 Qb2+! (Robert Byrne).

22. Qxd2 Bxd2 23. Raf1 Nc6



The middlegame excitement is over, replaced by an unbalanced endgame. It is high time for each side to look at the material count: White has a rook and two pawns for Black's two minor pieces, and thereby an approximate half-pawn advantage. However, White's central pawns are vulnerable to Black's bishop.

White's best chance is 24. Rc7, when Black must be careful: 24. ... Nxd4? loses to 25. Rff7 Be3+ 26. Kh1 Bh6 27. g4 Rf8 28. Rfd7 Nf3 29. exd5 exd5 30. e6 Re8 31. Rxa7 d4 32. c6, Black resigns (van der Gracht-Prins, Correspondence 1986).

Black's most solid defense is 24. ... Nd8! 25. Re7 Nc6. White cannot progress: 26. Rxe6 Nxd4 27. Re7 Be3+ 28. Kh1 dxe4 29. Rff7 Ne6! (Byrne and Nei).

24. exd5

The play remains interesting after the text also, yet Fischer keeps the world at bay with ease. For a more detailed look at the game, I refer the reader to the Byrne/Nei book and *Informant* 14/168. The rest of the game went:

24. ... exd5 25. Rd7 Be3+ 26. Kh1 Bxd4 27. e6 Be5! 28. Rxd5 Re8 29. Re1 Rxe6 30. Rd6! Kf7! 31. Rxc6 Rxc6 32. Rxe5 Kf6 33. Rd5 Ke6 34. Rh5 h6 35. Kh2 Ra6 36. c6! Rxc6 37. Ra5 a6 38. Kg3 Kf6 39. Kf3 Rc3+ 40. Kf2 Rc2+, draw.

Conclusion: 4. ... Bg4 is sound and solid; after 12. Bxf3 Black's play remains state of the art.

Success at top-flight tournaments can only happen when accurate tactics are woven seamlessly into sound strategical play. In the game between Alexei Barsov of Uzbekistan and Julian Hodgson of England at the York Viking International Chess Festival (York, England Dec. 13-22, 1999), Barsov's innovative maneuvers yielded a solid grip on the center. This was no major problem for Hodgson, who engineered a Benoni setup in response. When Hodgson later tried an exploratory action on the kingside, Barsov launched a disruptive central break which turned into a temporary pawn sacrifice, where the main idea was to deny Hodgson's pieces any comfortable outposts. While Hodgson was regrouping, Barsov was able not only to recover his pawn but also go up one. It was clear, however, that tactics would decide the issue. Barsov returned the extra pawn to reclaim the initiative, and then one mistake by Hodgson led to an indefensible position.

The Right Mix

MODERN DEFENSE

[A41]

W: IM Alexei Barsov

B: GM Julian Hodgson

Vikings GM, York 1999, Round 4

1. d4 d6

In the U.S., Joel Benjamin has had notable success with this move, transposing to the Pirc in the event of 2. e4, and otherwise leading to positions a little off the beaten track.

2. Nf3

A significant body of theory is now developing over 2. c4 e5 3. Nc3 exd4, or 3. Nf3 e4, while 3. dxe5 dxe5 4. Qxd8+ Kxd8 has no venom as there is no function to White's pawn on c4 in this line.

2. ... Bg4 3. c4

Also reasonable is 3. e4; then Black should play 3. ... e6, to get a "good French" where his light-squared bishop is out in front of the pawn chain which will be created with ... d6-d5, making up for the loss of time with the d-pawn.

3. ... Nd7

The main line. On other moves, Qd1-b3 can be more annoying. Definitely not 3. ... Bxf3 4. exf3 and White has tremendously quick development and easy central control. Sokolov-Miles (Groningen, 1994) continued 4. ... e6 5. Nc3 Nd7 6. Bd3 g6 7. h4! with an obviously nice game for White.

4. Qb3

Tisdall-Gulko (San Francisco, 1995) saw the much quieter 4. Nc3 e5 5. e3. After 5. ... Ngf6 6. Be2 Be7 7. 0-0 8. b3 Re8 9. Bb2 c6 (Gulko recommends 9. ... Bf8, meeting 10. h3 Bh5 11. g4 Bg6 12. Nh4 with 12. ... Ne4!) 10. h3 Bh5 11. g4 Bg6 12. Nh4 and White has an edge.

4. ... Rb8 5. Be3

An appealing idea, in conjunction with White's next. The immediate 5. ... e5 is stopped due to the veiled threat against a7, and Black is not well-developed enough for 5. ... c5 as White just plays 6. Nc3 with a view towards Ra1-d1.

5. ... g6 6. Nfd2

An elaborate untangling, but the point

is that Black's bishop on g4 lacks a resting spot, especially now that ... g7-g6 has been played.

6. ... Bg7 7. f3

Compared to omitting f2-f3, the game continuation appears to be equivalent: while White loses a tempo on f2-f3-f4, Black loses a tempo parking his bishop on f5 en route to c8.

7. ... Bf5

Using the temporary hit on the knight on b1 to get out of trouble.

8. Nc3

Now the threat is 9. g4.

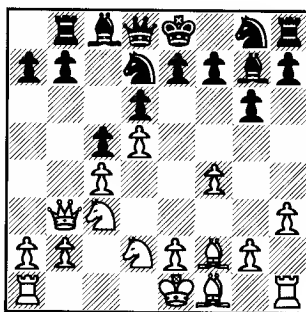
8. ... c5 9. d5 Ne5 10. h3

Again threatening to win a piece, this time starting with 11. f4.

10. ... Bc8

The bishop finally goes all the way home, and the position has been transformed into a Benoni structure.

11. f4 Nd7 12. Bf2



12. ... a6

Apparently threatening ... b7-b5, but in reality eschewing the possibility of a ... b7-b5 gambit *a la* the Benko, as it is clear that White will shut this down with 13. a4. So if Black really wanted to play ... b7-b5, now was the time, although 12. ... b5 13. cxb5 a6 14. a4 Ngf6 holds the danger for Black that White will be able to settle his d2-knight on c4.

13. a4 Ngf6 14. e4

White has artfully transformed his time advantage into a space advantage, but this being a Benoni, Black has built-in counterchances, so White's edge is not that large. With his next move, Hodgson

goes poking around trying to create more looseness in White's position.

14. ... Nh5 15. g3 e6 16. Be2

Barsov felt a need to deal with the presence of the Black knight on h5. Also good is the quiet 16. Bg2. Less clear is 16. dxe6 fxe6, after which Black would feel comfortable placing his queen on e7 and his light-squared bishop on b7.

16. ... Nhf6 17. 0-0 0-0 18. Rfe1 Ne8

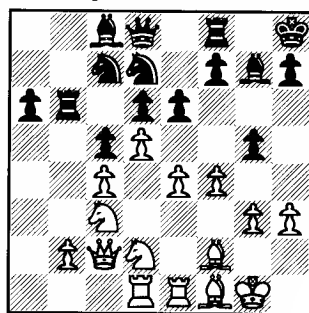
Hodgson hates to give up tension. But better is 18. ... exd5 with the same slight disadvantage after 19. cxd5. The text wastes too much time.

19. Bf1 Nc7 20. a5

Well-timed. Barsov allows the b-file to open up, but in a non-dynamic way, preserving the c4-pawn for the center fight.

20. ... Kh8 21. Qc2 b5 22. axb6 e.p. Rxb6 23. Rad1 g5

Finally another county is heard from! If Black can plant a knight on e5, White's central buildup will not mean much.



24. e5!

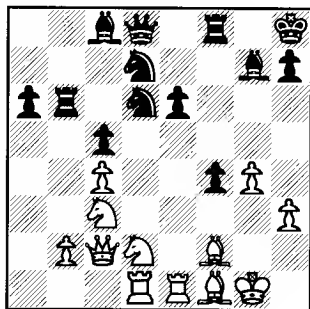
Not quite a "sealer" or a "sweeper," to use the terminology developed in Hans Kmoch's classic *Pawn Power in Chess*, although the principle point is to deny Black the use of the e5-square. While the standard Benoni sealer-sweeper is to play e4-e5 (the sealer), answering ... d6xe5 with f4-f5 (the sweeper), here the simple idea is that 24. ... dxe5 meets with 25. fxe5, and the weakness of c5 suddenly hampers Black, while the g5 pawn is left stranded.

24. ... gxf4 25. exd6 Ne8

Much better than 25. ... Rxd6 26. Nde4. 26. g4!

A delicate positional touch. On 26. gxf4 Nxd6, the Black knight will find a juicy home on f5. With the text, Barsov announces his intention to play instead for pressure on the central files, while keeping the f-file sealed off.

26. ... Nxd6 27. dxe6 fxe6



28. Nf3

Of course not 28. Rxe6 Ne5. After the text, White is working with ideas such as 29. Na4 Rc6 30. Bg2, and 28. ... Qe7 29. Bh4 is irritating, so Hodgson gives back the pawn immediately to activate his pieces.

28. ... Bb7 29. Rxe6 Bxf3 30. Rdx6 Rxd6 31. Rxd6 Qe7

In the suddenly wide-open position, defending the a-pawn is too much.

32. Rxa6

White is up a pawn and has the better knight. The question is whether Black

can generate any threats.

32. ... Ne5 33. Nd5 Qb7 34. Rb6 Qc8 35. Rb3

Dropping back to lend defensive support across the third rank.

35. ... h5

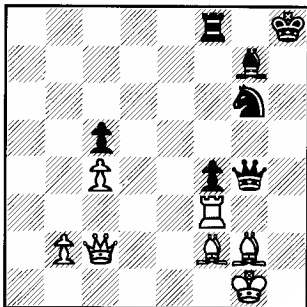
A frustrating position for Black. On 35. ... Re8 36 Nxf4, he does not appear to have enough compensation. And on 35. ... Bxd5 36. cxd5, White's positional advantages become clearer.

36. Ne7!

This actually gives back a pawn, but it trades off Black's light-squared bishop and White suddenly becomes the king-side aggressor.

36. ... Qe6 37. Ng6+ Nxg6 38. Rxf3 hxg4 39. hxg4 Qxg4+ 40. Bg2

White is looking to complete the reorganization by getting his rook to h3 and his bishop to d5.



40. ... Rd8?

The final move of time control is often conceptually wrong. Better is 40. ... Bd4! so his king can travel on dark squares.

41. Rh3+ Kg8 42. Kh2

The threat of Bg2-d5+ is online.

42. ... Bd4 43. Bf3

Beginning a series of direct hammer blows.

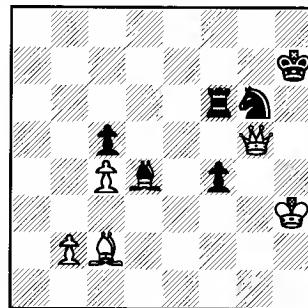
43. ... Qg5 44. Rh5 Qf6 45. Rh6 Kg7 46. Bh4

This wins decisive material.

46. ... Qxh4+ 47. Rxh4 Nxh4 48. Kh3 Ng6 49. Bh5 Ne5 50. Qf5

White has a queen and the initiative for rook and knight. Accuracy in pursuing threats will bring home the full point.

50. ... Rf8 51. Qg5+ Kh7 52. Bd1 Ng6 53. Bc2 Rf6



54. Kg4 f3 55. Kh5 f2 56. Bxg6+ Kh8 57. Bd3 f1=Q 58. Bxf1 Rxf1 59. Qd8+

Getting out of the way of potential rook checks.

59. ... Kh7 60. b4, Black resigns.

The pawn's arrival on b5 ends everything. ♚

Back TO BASICS

Winning the Game Twice

One of the key characteristics of a strong chessplayer is his (or her) resilience in the face of unexpected and yet unavoidable surprises — in other words, blows of fate.

In the following game, then-unrated Marcos Capistrán, playing a strong master, demonstrates excellent positional understanding and tactical skill to achieve a much better, perhaps even a won, “Benko Gambit type” ending, only to blow his hard-earned achievements to a not-so-obvious Exchange-winning combination.

Still, even an Exchange down, positional “Benko” plusses keep Black in the game. Remarkably, Mr. Capistrán doesn’t give up, doesn’t look for excuses (“I’ve lost a completely won position”), and continues to work hard and to play creatively — and outplays his opponent for the second time. He is the winner of this month’s Most Instructive Game and Comments award. (My comments, as usual, are in italics.)

Writes Mr. Capistrán:

To have a chess game analyzed by a famous grandmaster and trainer is even more stimulating when those comments are made over one’s own analysis. This game was played in the Pan-American Intercollegiate Championship in Dallas, Texas, in December of 1998. I was fourth board of the NYU team and was unrated at that time.

KING’S INDIAN DEFENSE [E76]

W: Chris Chiu (2280)

B: Marco Capistrán (Unr.)

PanAm Intercollegiate Championship, 1998

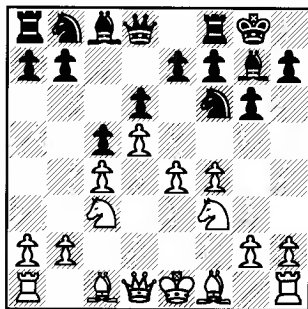
1. d4 Nf6 2. c4 g6 3. Nc3 Bg7 4. e4 d6 5. f4

More natural looking is 5. Be2; however, the text is not a mistake.

5. ... 0-0 6. Nf3 c5 7. d5

This must be the main option. Some alternatives are: A) 7. dxc5 Qa5 — either Black recovers the pawn, or the game goes into tactical complications with the White kingside undeveloped; B) 7. e5

Nfd7 and White already has to make a decision about the advanced central pawns; or C) 7. Be2 cxd4 8. Nxd4 Nc6 and Black does not have to solve any opening problem.



7. ... b5!?

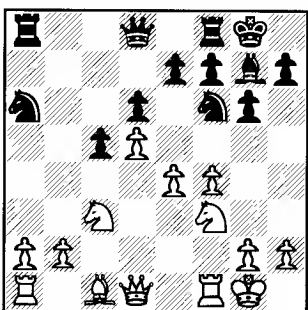
This sacrifice must be correct, in the sense that it helps Black to dispute the initiative.

8. cxb5 a6 9. bxa6

A little too optimistic. 9. a4 or 9. b6 are better options.

ECO gives 9. a4!? e6 as equal.

9. ... Bxa6 10. Bxa6 Nxa6 11. 0-0



11. ... Qa5

I want to place the queen on a6 and the f-rook on b8, and maneuver with the knights to try to control the squares c4 and d3 if possible.

GM Gyula Sax played 11. ... Qb6 here, which is somewhat stronger, since the queen on b6 pressures the b2-pawn while getting ready to check with ... c5-c4. But Mr. Capistrán’s plan (especially ... Qa5-a6) and overall judgment is correct.

12. Nd2?!

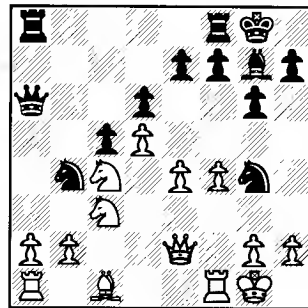
This move must be inferior. Now I can carry out my plan. White no longer has the possibility of e4-e5.

12. ... Nb4 13. Nc4 Qa6 14. Qe2

It looks like White does not realize what my plan is. Now I have a little tactical resource to trade a couple of pieces

and obtain a promising position.

14. ... Ng4!



15. Qxg4

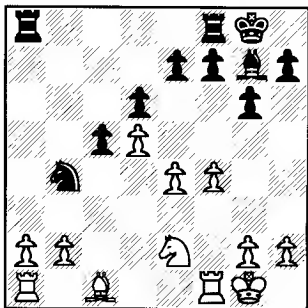
Other options favor Black: A) 15. a3 Bd4+ 16. Kh1 Nf2+ with the threat of 17. ... Nd3+ wins the Exchange, or B) 15. Ne3 Qxe2 16. Nxe2 Nxe3 17. Bxe3 Nc2 wins the Exchange as well, while after C) 15. h3 Bd4+ 16. Kh1 Nf2+ 17. Kh2 Nfd3 18. Na3 Nxc1 19. Qxa6 Rxa6 20. Raxc1 Nd3 Black takes back a pawn with the better game.

In line A, 17. Rxf2 Bxf2 18. Rb1! is good for White, thus I would suggest here 15. ... Nc2.

15. ... Qxc4 16. Qe2?!

This move makes my task simpler. I am not afraid of trading queens because I keep the initiative: Black pieces are more active and the White a- and b-pawns are permanent targets.

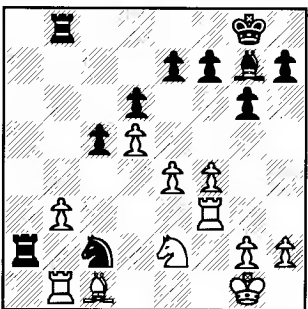
16. ... Qxe2 17. Nxe2



Here I have to choose between taking back the pawn on a2 or increasing the pressure. The second option seems more adequate.

I’d prefer 17. ... Nxa2 and the b2-pawn will eventually fall as well.

17. ... Nc2 18. Rb1 Rfb8 19. b3 Rxa2 20. Rf3



20. ... Nb4

Probably 20. ... Rb4 is more active, but I wanted to double rooks along the sev-

Send in Your Games

If you are unrated or were rated 1799 or below on the list published in the December 1999 *Chess Life*, then GM Lev Alburt invites you to send your instructive games with notes to “Back to Basics,” c/o *Chess Life*, 3054 NYS Route 9W, New Windsor, NY 12553. Please type or write clearly, and be sure to double-check your notation! Because of the volume of mail, personal replies are not possible.

GM Alburt will select the “most instructive” games, and *Chess Life* will award a copy of his newest book to the person submitting the “most instructive” game.

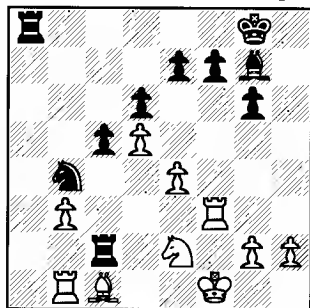
enth rank without allowing White any counterplay.

21. Kf1

Another line is 21. Nc3 Rc2 22. Bb2 Nd3 23. Rxd3 Rxb3 and Black has a winning position.

Both moves are okay, but I'd prefer 20. ... c4. For example, 21. Nc3 Rxb3!

21. ... Rc2 22. f5? Ra8 23. fxg6 hxg6



24. Bg5 Raa2 25. Re1 Kf8

White's game is difficult but still playable. I have to trade knights to turn this position into a winning one.

26. h4 Rcb2

Intending 27. ... Nc2 and 28. ... Nd4.

This plan doesn't work, as we'll see. Black should first move his king to the light square e8, freeing up his bishop. Otherwise, a well-timed check on h6 could prove unpleasant.

27. Bc1 Rb1

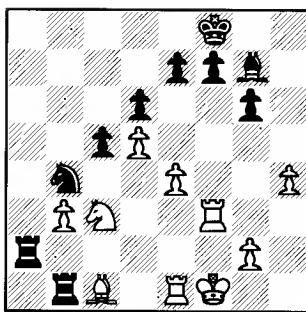
This loses the Exchange for nothing.

Black has to play 27. ... Rc2.

28. Nc3 (see diagram, top of next column) **28. ... Rxc1**

Or 28. ... Bxc3 29. Bh6+ Kg8 30. Rxb1 and Black has no compensation due to the presence of the White bishop over the board.

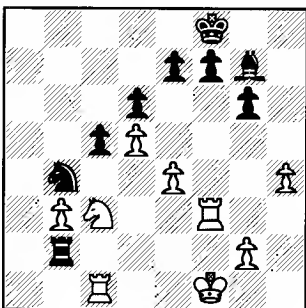
I like the text. It gives up the Exchange,



Position after 28. Nc3

but gives Black a lot of counterplay against White's weaknesses — typical of a Benko. Less impressive is 28. ... Rxb3, getting a pawn for the Exchange but leaving Black without a single rook after 29. Nxa2 Rxf3 30. gxf3 Nxa2.

29. Rxc1 Rb2



30. Ra1?

White returns the favor. 30. Nd1 Ra2 (better still is 30. ... Rd2! — L.A.) looks better. However, Black has some compensation: The c1-rook is passive. For example, 31. Rf2?? Rxf2+ 32. Kxf2 Nd3+ or 31. g4 Rh2.

30. ... Bf6

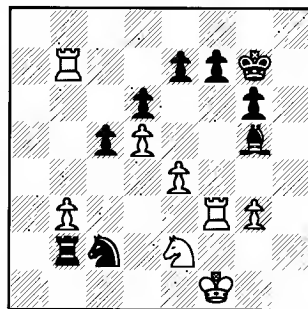
Now Black wins a pawn safely.

31. Ra8+ Kg7 32. Ne2 Bxh4

Black's bishop is worth almost the same as a rook. The pawn chains are determinant.

Correct.

33. g3 Bf6 34. Ra7 Nc2 35. Rb7 Bg5



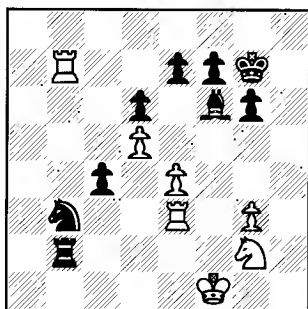
36. Nf4

The try 36. e5 (with the idea of 36. ... dxe5 37. d6) is met with 36. ... Ne3+!.

34. ... Nd4 37. Rd3 Bf6

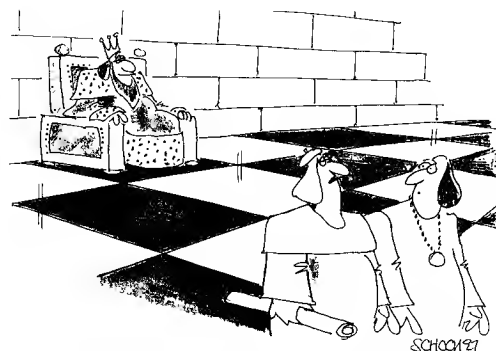
Defending d4 and threatening 38. ... c4.

38. Ng2? c4 39. Rc3 Nxb3 40. Re3?



40. ... Nd2+ 41. Ke2 Rxb7, White resigns.

I am proud of this game despite the flaws it has. ♣



"The trouble with the King is, he can only see moving one square at a time."

Easy DOES IT

Key KRACKERS

29th KK Leg Begins!

Top Ten Active U.S. Solvers: Vladimir Gurvich (M13), Ted Brandhorst (M10), Richard Fellrath (E9), Martin Rubin (E9), David Dana-Bashian (E9), Robert Bales (E8), Eloy Martinelli (E7), Eugene Levin (E7), Kenneth Davenport (E7), Matthew Dickey (E6).

PROBLEM SOLUTIONS: Solutions to Problems

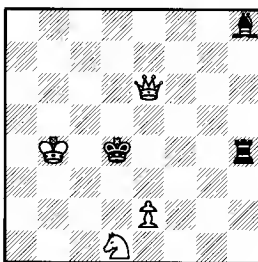
Nos. 1802-1813 (December), with solutions in bold type. No. 1802 1. Qa1! No. 1803 1. Qg2! Not 1. Qb8? Bc8! No. 1804 1. Nxd6! No. 1805 1. Ne2! No. 1806 1. Rg4! thr. 2. Nc4+; 1. ... Rb8 2. Bb7+; 1. ... Bxh7 2. Be4+; 1. ... Qh3 2. Bf3+; 1. ... Rh2 2. Bg2+ No. 1807 1. Kh5! thr. 2. Ng6+; 1. ... Rxe5+ 2. Qxe5+; 1. ... Nxe5 2. Rf2+ No. 1808 1. Nd4! Kxd4 2. Kb4 Kd5 3. Rh6 or 2. ... Kd3 3. Rh2 No. 1809 1. Bh8! (tempo!) 1. ... Kd6 2. Bf6 Kd5 3. Na3 Kd6 4. Nb5+ Kd5 5. Nc7+ Kd6 6. Kb7! No. 1810 1. Bc7! Ke7 2. Kg7 Ke8 3. f3! Ke7 4. f4 Ke8 5. f5 Ke7 6. f6+ Ke8 7. f7+ Ke7 8. Kg6 No. 1811 1. Qxc4 f4 2. Qc3+ g3 and 1. Bxc4 g5 2. Be6+ g4 No. 1812 1. Kf3+ Rxd3+ 2. Rxd3 c7 and 1. Kd4+ Raxd3+ 2. Nbx d3 Qb4 No. 1813 1. Rc5 c3 2. Kc2 Ka1 3. Kb3 Kb1 4. Ka4 Ka2 5. Rb5 b3 and 1. Rc6 b3 2. Kc3 b5 3. Kb4 c4 4. Ka5 Ka3 5. Rb6 b4.

Today's solvers are essentially obliged to consider sundry aspects of **changed play**. Changes may occur to **set** possibilities which get altered in the actual outcome. Or they may be represented by various **try** stages. Quite a few modern problems feature both set and try (virtual) content.

If at least two Black moves are accounted for differently across three phases, conditions are met for **Zagoruyko**. The jargon name is associated with Russian composer Leonid Zagoruyko, who popularized many examples of this kind after World War II. The innovation has proved a durable framework. Contemporary problemists seek out manifold applications.

As the following miniature attests, drastic change activity can be successfully executed with severely limited ensembles:

Two set mates are established for 1. ... Be5 2. Qc4 and 1. ... Re4 2. Qd6. Black can defend against 1. Qf5? (2. e3) giving modified results — 1. ... Be5 2. Qd3 and 1. ... Re4 2. Qc5. However, that specious thrust is broken up 1. ... Rh3! Correct is 1. Nc3 (2. Nb5)



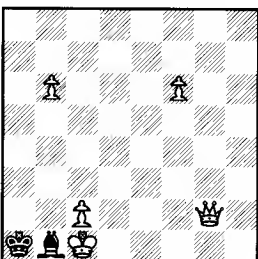
A. Kuzovkov
1st Prizo Bron MT 1991
White mates in two

spawning another pair of revisions by 1. ... Be5 2. Qb6 and 1. ... Re4 2. Qxe4.

Expert commentaries would mark this case as "3x2," where the first digit signifies the number of phases. The second indicates the amount of Black plays involved.

The next diagram shows a nimble queen reaching a higher plateau:

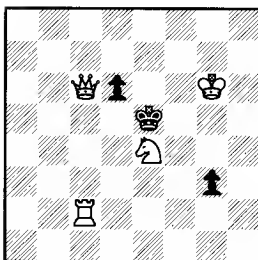
White essays three bogus attempts which concede 1. Qg7? Ba2 2. f7 or 1. ... Ka2 2. Qa7, 1. Qg5? Ba2 2. Qe5 or 1. ... Ka2 2. Qa5, and 1. Qg4? Ba2 2. Qd4 or 1. ... Ka2 2. Qa4. All are refuted 1. ... Bxc2! A more exacting 1. Qf3 reserves 2. Qa3 to conquer Black's pesky ace in the hole.



M. Subotic, 3rd Prizo
Sahovska Kompozicija 1992
White mates in two

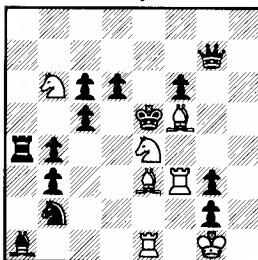
Answers to 1. ... Ba2 and 1. ... Ka2 are 2. Qc3 and 2. Qa8. Here is a most ingenious method at obtaining the 4x2 matrix. It should be mentioned those successive blows along the file and diagonal are **concurrent mates**.

1826 Gerhard Latzel
5th HM *Die Schwalbe* 1956



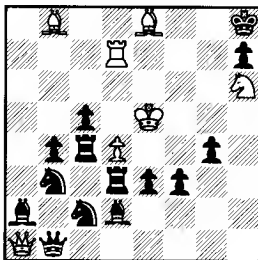
Mate in Two

1829 Anatoly Stesarenko
1st Pr. Banny MT 1997



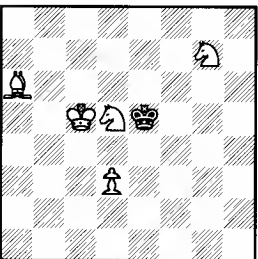
Mate in Two

1832 Eeltje Visserman
1st Pr. *Schach-Echo* 1965



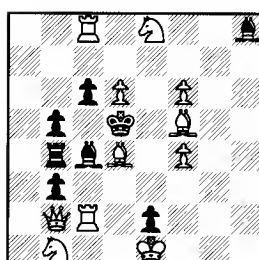
Mate in Three

1835 P. R. Jaeger & M. Zucker
HM *Ideal-Mate Review* 1998



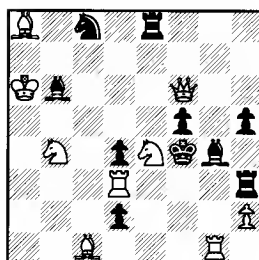
Mate in Seven

1827 Vladimir Erohin
Schach 1985



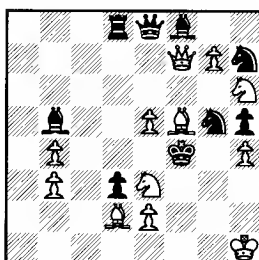
Mate in Two

1830 Piotr Ruszczynski
1st HM *Mat* 1983



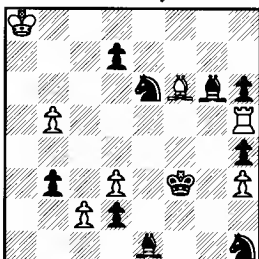
Mate in Two

1833 Yakov Vladimirov
2nd Pr. *Probleemblad* 1964



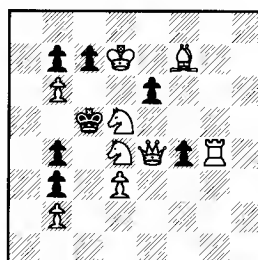
Mate in Four

1836 Toma Garai
2nd HM *Biuletyn* 1983



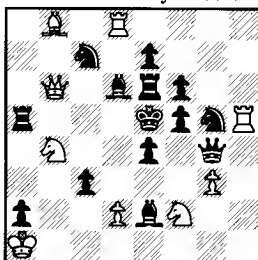
Helpmate in Three (Two sols.)

1828 Barry P. Barnes
4th Pr. *Problemist* 1965



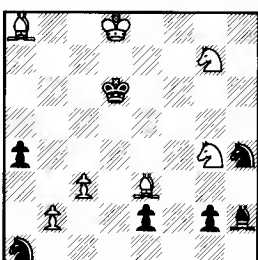
Mate in Two

1831 John E. Driver
2nd Pr. B. C. F. Ty. 1966-67



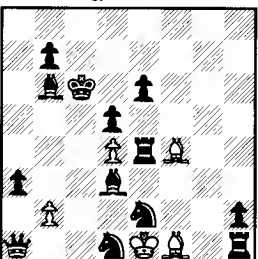
Mate in Two

1834 Stefan Schneider
1st Pr. *Deut. Schachz.* 1958



Mate in Seven

1837 Laszlo Anyos
2nd HM *Magyar Sakkszov.* 1983



Helpmate in Three (Two sols.)

Artistic Beauty in Chess:

EMOTION, INTUITION, DECISION-MAKING

by Grandmaster Eduard Gufeld
and Dr. Boris Gershonsky

[Chess educational science, as a branch of educational science in general, contains a chapter which significantly distinguishes it from the other forms of educational science. This chapter speaks of the inimitable specifics of the very object of study — chess as a distinctive form of art, of improvisation, of creativity.]

The artistic beauty of chess is one of the most important factors of development of a person's aesthetic appraisal, not only of chess but of other forms of activity, of the surrounding world.

It is not by chance that the World Chess Federation, which represents chess organizations from practically all countries of the world, has unanimously declared that prizes be awarded not only for sporting achievements but also for the most beautiful games, and the arbiters in selecting these games form a special FIDE commission with a humorous but very significant and demanding name, "Mona Lisa!"

We will try to illustrate the aesthetic and artistic possibilities of chess with some concrete examples. We will take most of these examples from various chess games of one of the authors — the international grandmaster Eduard Gufeld, who is incidentally the chairman of the aforementioned commission. The educational and psychological commentary to the grandmaster's chess creativity belongs to the Doctor of Educational Science, Professor B. Gershonsky, who heads the FIDE Commission "Chess for Everyone!" And so, coincidentally (or maybe not), the readers will receive the unique opportunity to get first-hand information on the theme that combines the interests of both authors, Chess Art for Everyone! And now, let us see what they have to say.]

The academician A. F. Ioffe once jokingly remarked that scientists deceive the readers — they logically present conclusions, which they have arrived at in a not-at-all-logical way.

Looking through annotations to games of the well-known masters and GMs, loaded with lengthy variations which are called upon to confirm the author's supposedly perfect vision, one might unwittingly conclude that this joke contains a large amount of truth. Yes, chess is a logical game. But how frequently do the decisions taken at the board resemble, as the great mathematician Poya said, pulling a rabbit out of a hat?!

What does the chessplayer do during the game?

Briefly, this question can be answered as follows: he looks for the optimal solution under extreme conditions. But this is analogous to real problems in all walks of life — and, moreover, to quite various, everyday situations.

Choosing the optimal way is always a creative process, never a standard one.

Computers can significantly aid the person in this — but this is only aid. There are many creative, heuristic problems, which a human encounters for the first time. And he must make these decisions under complicated, extreme conditions, with a huge number and insufficient certainty of assumptions, with a diversity of contradictory criteria, under rigid time constraints. In these situations, even the fastest machines are, for now, powerless.

OPTIMAL CHOICE

Who among us has not encountered extreme situations which demanded immediate and frequently very crucial decisions? And it is not always possible to make use of accumulated knowledge, skills or past experience. In other words, relying on knowledge and experience is necessary but often insufficient for finding the optimal choice. Creative imagination, fantasy, intuition and other such qualities come to the fore. They help the player take a fresh approach to familiar facts and phenomena, find new features, previously noticed by no one. These same qualities allow one to quickly assess a situation that has not yet occurred in a player's practice, to find a way out of, at first glance, a hopeless situation, make an apparently paradoxical choice which does not adhere to the usual, accepted system of correct play, but is, in fact, the only possible move and the correct one.

That mysterious, forever intriguing intuition! Impromptu, improvisation, sudden, subconscious, apparently effortless illumination and the incomparable feeling of delight that the answer is found, the joy of discovery, the enjoyment and rapture of creativity, which startles the uninitiated with its apparent simplicity and clarity!

In the creativity of chess (indeed creativity, and not the routine mechanical process of reproducing specifically prepared variations which were learned earlier, or use of standard technical ploys or solving "mate in" problems with the

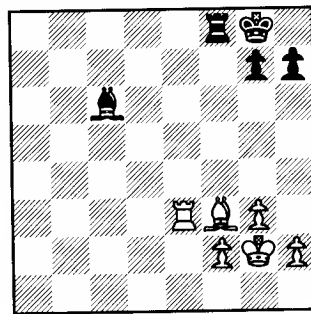
known result), everything occurs for the first time. But this does not yet imply that the intuitive solution comes about arbitrarily. Quite on the contrary, it is generally prepared by intensive mental activity, not always realized in the player's consciousness, happening, so to speak, behind the scenes of the real events on the board.

Intuition is not a mysterious force with an unexplained source, which helps the player guess the right answer. Intuition relies on conscious cognitive work by the player, is based on conscious logical analysis and is thereby verified.

Our hypothesis is as follows: previous experience has the biggest impact on formation of intuitive decisions. That experience would have involved emotion-filled cognitive reasoning, various associations and extreme conditions, which demanded intense mental activity and a corresponding intense desire to solve the problem at hand.

EXAMPLES

In the 1960s, the soccer player Valery Lobanovsky exhibited especially great skill in corner kicks. The ball that he sent would immediately change its trajectory and reach the spot that he aimed for, between the goal posts. Such a kick was called a "dry leaf." Comparisons with soccer proved, quite unexpectedly, to be productive in chess as well.



Black to move

This position occurred in one of Gufeld's tournament games (he was playing Black).

The position is not complicated, but Black had only seconds left on the clock. In this extreme situation, the first, fairly obvious, move was played immediately: 1. ... Rxf3!. After 2. Rxf3 Black's victory looks elementary — all he has to do is push the g-pawn, aiming for the key square g4, and, using the motives of pin and zugzwang, decide the outcome in a matter of two or three moves. But what's

this? The straightforward 2. ... g5, as it turns out, does not win: 3. g4 h5 4. Kg3 h4+ 5. Kh3! Bxf3 stalemate! The solution was timely and intuitive: to “run up” and “kick,” that is move the side pawn two squares (it’s a corner kick) — **2. ... h5!**, taking control of that same key square, g4! Is this not a “dry leaf?” Obviously, in this case, neither 3. h3 g5 4. g4 h4, or 3. h4 saves White; he loses the rook on the next move due to *Zugzwang*.

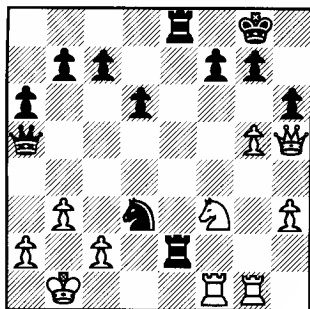
This position was offered as an exercise to many players of different playing skills. The first move, as a rule, was found without difficulty. But the second move often required a hint: a “dry leaf!”

But that only worked if the solver was familiar with soccer.

Apparently, the verbal clue was transformed into an image related purely to soccer, and then the most important thing was visible: the change in the trajectory of the ball kicked from the corner. The association with soccer started the mechanism of chess intuition, and thus led to the finding of the correct move, 2. ... h5!

Obviously, during the game all of the aforementioned operations of thought were collapsed and occurred mostly on a subconscious level. But the result was still achieved in a matter of seconds and gave Black, in addition to the point (which was not at all unnecessary), much desired aesthetic pleasure.

Another example shows evidence of a certain professional orientation of associations and their selective “work capacity,” which in many ways is a function of the player’s permanent interests.



White to move

This position occurred in a simultaneous exhibition. Both kings are in danger (Gufeld is White). Simultaneous play has its own unique features. The exhibitor’s level of play is to a large degree compensated for by the large number of opponents and the minimal allowed time for consideration of moves. He is in a kind of extreme situation, where success depends largely on his ability to intuitively evaluate the position and quickly find the optimal continuation.

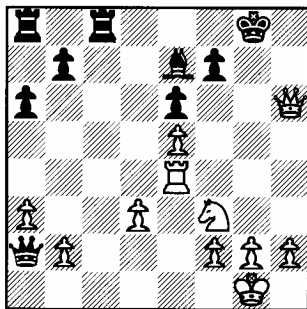
The simul-giver recalls that this position reminded him of still life painted with bright colors on a rough canvas. The picturesqueness of the position de-

manded, in turn, a picturesque solution. A bright move was found after only brief consideration:

1. Ne5!! Into the fire from everywhere! But now nothing can save Black. If 1. ... Qxe5 (or, for that matter, 1. ... R2xe5, 1. ... R8xe5, or 1. ... dxe5) 2. Qxf7+ Kh8 3. Qf8+! Rxf8 4. Rxf8+ Kh7 5. g6 mate, while if 1. ... Nxe5 simply 2. Qxe2 wins.

Interestingly enough, when this position was offered to the students of the Mathematics/Engineering Department of the Moscow State University, they did not solve it immediately. But then a small hint was given: the “center of application of force,” and right away dozens of hands rose, all to put the White knight on e5, where the trajectories of almost all the Black pieces cross. The students probably associated this move with a professional perception of interaction of force not at all related to chess.

To be fair, let us mention that reflexive associations and choices made thereby are not at all guaranteed to be proper. For example, if, in the last diagram, we only take the Black pawn on a6 away from the board, then the struggle radically changes in character, and so does the result. The brilliant 1. Ne5 then runs into the no less brilliant 1. ... Qxa2+, and after 2. Kxa2 Black wins with 2. ... Rxc2+ 3. Kb1 Rb2+ 4. Ka1 Ra8 mate. Such are the dialectics of the necessary and sufficient in chess. An amazing game, isn’t it?



Geller-Gufeld (blitz) • Black to move

Black has a large advantage in material, but the threats to his king appear to be decisive. The solution arose intuitively: **1. ... Qb1+** 2. Ne1 Rc4!!; and White resigned. The final position still resembles, to the winner of the game, a glass and steel building — delicate, harmonious, bright and joyful. True, the association was fully realized only after the game, but even while the move was made, the impressions were close to the aforementioned ones, if not quite as definite.

Of course, it is premature to form any final conclusions. But we can suppose that the greater the person’s associative memory, the wider the range of his interests in life, the more frequently intuitive decisions will come to him, some of which will be quite productive, achieving the desired result in the quickest

way. Therefore, during a person’s training, it is necessary to strive for every conceivable way to develop associative memory. Unfortunately, often another approach dominates during the study of chess — and that is the functional approach, when the teachers concentrate on instilling in their students purely specialized knowledge, skills, and abilities.

This does allow the students to master, in the shortest time, the necessary tools of the trade, and this, in itself, is not bad.

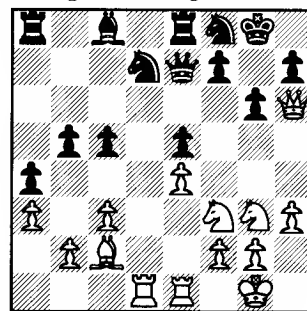
But, all too frequently, this is the extent of their chess training!

EMOTIONS

Let us now attempt to characterize the role of emotions in the formation of intuitive decisions.

Emotions can be positive and negative. In either case, they leave a deep imprint on the consciousness or the subconscious, furthering a sharper perception of the position based on previous experience, its actualization, the formation of different associations which accompany the intuitive decisions.

Let us begin with negative emotions.



Ivkov-Gufeld • White to move

Black’s position would be solid enough if not for the stunning blow: **22. Rd6!** Using the fact that the rook is immune, White takes control of the file and paralyzes Black’s game. 22. ... Qxd6 loses to 23. Nh5! Ne6 24. Ng5!

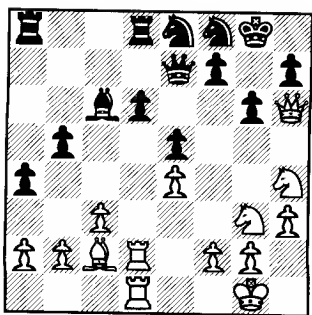
Black overlooked this, assuming that the rook sacrifice does not work after 22. ... Qxd6 23. Nf5 Qf6!. But now he cannot challenge the d-file with 22. ... Ra6 because of 23. Nf5!. Black played **22. ... c4**. A further strength of White’s previous move is that Black cannot untangle his knights and must lose time.

The game continued **23. Red1 Nc5?** An oversight which illustrates Black’s difficulties.

24. Nxex5!

Now if 24. ... Qxe5 25. R1d5 Qe7 26. Rxc5 Qxd6 27. Nh5! — a crushing blow. So, Black has lost an important pawn. He resigned after 24. ... Be6 25. Nc6 Qc7 26. e5 Bd7 27. R1d5 Nd3 28. Rxd7! Nxd7 29. Rxd7 Qxd7 30. Ne4 Re6 31. Nf6+.

Not even a month after this horrible knockout, another accident occurred:



Vasiukov-Gufeld • White to move

The game continued 25. Nh5! gxf5 26. Nxf5 Qc7 27. Rxd6!!

How does one relate the entire gamut of emotions that overcame the leader of the Black forces, when he saw the familiar outlines of that ill-fated game with Ivkov! A similar position, the same motives, the same tactical shot by the opponent, and, apparently, the same prospects, again just as dreary. And all this in one month!

It is significant that Black suffered in both cases because of the same move: Rd6. But, whereas in the game with Ivkov that move led to victory, here it was merely the natural continuation of White's initiative — no more. Black could have survived with correct play.

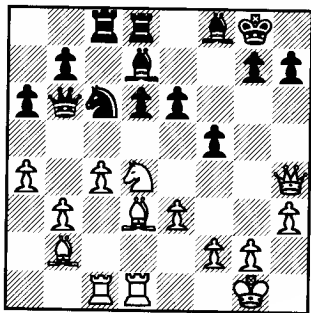
But the memory of the shot at d6 did not disappear. The state of psychological shock, further complicated by the painful recollections, only weakened the ability to resist. Soon, the game was lost.

27. ... Rxd6 28. Rxd6 Ng6 29. h4 Bd7 30. Rd1 Be6 31. h5 Bxa2 32. hxc6 fxc6 33. Qg5 Bc4 34. Ne7+ Kg7 35. Nd5 Qd6 36. Ne3! Qc7 37. Rd2 Nf6 38. Rd6!!

What madness! The same rook! The same sick spot! Such things are remembered for a long time.

38. ... Ne8 39. Qxe5+ Kg8 40. Nxc4 bxc4 41. Qd5+!, Black resigns.

Six years passed by. The victim has long since recovered from the horrible experiences and, it seemed, has forever forgotten about them, in the tornadoes of new chess battles. But, looking over the game Pomar-Larsen, he came across the following position.



White to move

The game continued 19. Bc2, and after some complications it ended in a draw. Briefly annotating this game in *Chess*

Informant, Larsen left the move without comment. Yet it is a serious mistake, letting victory escape. The winning combination was found quite quickly.

Several months later, during the interzonal, where Gufeld fulfilled the duties of being grandmaster Efim Geller's trainer, this position was given to the American champion Robert Fischer to solve. Almost instantly Fischer played 19. g4 and waved his hand, smiling: the rest is simple. But after the response 19. ... Ne5! with the threat of 20. ... Qxd4 Fischer quickly put the pawn back on g2 and began thinking.

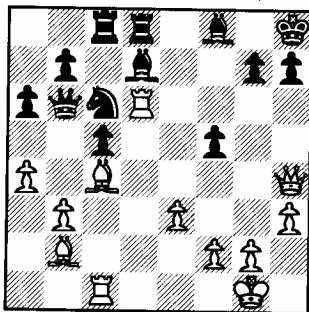
Looking at the position more closely, he found the solution, but he had to conduct a detailed analysis of variations — this time intuition took a back seat to logic. Of course, Fischer's chess strength is more than sufficient to find such combinations, but his prior knowledge of the existence of the win made his job easier.

How, then, could a grandmaster (whose chess strength was objectively lower than that of Fischer) quickly and intuitively locate something in the position which was missed by the players and commentators?

And can one do this, not in "problem solving mode," where the result is known beforehand, but in an unclear situation where one feels that the result of the game was unjustified, that there must be something in the position? That "something" turned out to be a tactical idea that did not lie on the surface (like the move 19. g4, which virtually everyone gave when offered this position to solve). The idea is deeply hidden, masked. It is not surprising that Pomar did not find it, and neither did Larsen while annotating the game — both strong and experienced grandmasters.

What's the explanation?

The reader will understand everything if he tries to find the idea himself, and recalls those two knockout blows. Here's the solution: 19. c5! dxc5 20. Nxf5! exf5 21. Bc4+ Kh8, and, as you have probably guessed already — of course, 22. Rd6!!.



This is the main move of the combination, which leads by force to a win for White! The threat is 23. Rh6!, mating. If 22. ... Bxd6, White mates with a new sacrifice: 23. Bxg7+! Kxg7 24. Qg5+.

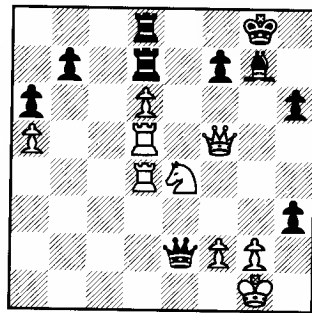
On 22. ... Be7, decisive is 23. Qh6! with

irresistible threats (23. ... Rg8 24. Rg6!!).

Those experiences of negative emotion were not at all useless. At the necessary moment, a seemingly forever forgotten, sharp feeling, connected with the square d6 and the rook that invaded it, emerged from the depths of subconsciousness, came back to life and became that very direct force that put into motion the intuitive mechanism which had begun to fall into a light slumber.

POSITIVE EMOTIONS

Now let us turn to examples of positive emotions' "capacity for work."



Geller-Gufeld • White to move

Geller played 35. Re5, trying to "placate" and render harmless the bishop on g7. Clearly, it cannot be surrendered for any White rook, on pain of death. But how to defend against the multitude of threats posed by the White pieces which are concentrated in a powerful attacking force in the center, unambiguously aiming at the almost helpless king? Who will help him but the loyal bishop?

The rooks are up to their necks, consumed by the need to blockade the d6-pawn, a candidate for queen, and the queen has no way to the kingside. A thorough analysis revealed hidden resources for Black's defense, though.

35. ... Qb2!

The move looks totally incomprehensible. Its idea occurred through an analogy with millstones, ready to grind everything that comes between them. Both White rooks have come between these "millstones," arranged by the Black queen and bishop along the a1-h8 diagonal. This forces White to urgently force the attack against the Black king, or the "millstones" will come in motion and do their thing.

36. Nf6+ Bxf6 37. Rg4+

It seems that White has dealt the deadly blow. On 37. ... Bg7, or any king move, the White queen's infiltration on f6 decides the issue.

37. ... Bg5!

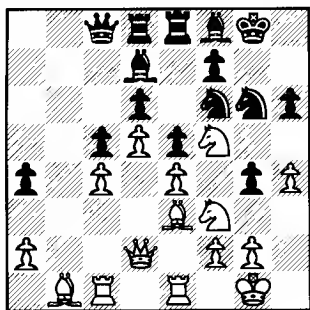
The only defense. But, at first glance, even it does not save the game after the spectacular 38. Qxg5+ hxc5 39. Rxc5+. No matter where the king moves, he receives a linear mate. But why move the king? Is there another defense?

We can't see moving the queen to g7 as a defense, can we? It falls under the attack of White's two rooks, dies immediately, and with check at that. In usual situations, a chessplayer does not even consider such moves — they do not seem to make sense. But this position does not fall in the category of usual. It is in such positions that exceptions, not rules, operate. Eureka!! That very move 39. ... Qg7!! saves Black. After 40. Rxd7+ Kh8 there is no mate, while material equality in the double-rook ending promises to rescue Black.

It is difficult to say whether Geller saw this variation, but he did not sacrifice the queen — he chose to give the rook with 38. Rxd7+, but this did not give him a decisive attack, and after 38. ... hxd7 39. Qxd7+ Kh7 40. Qh5+ Kg8 41. Qg5+ a draw was agreed upon.

Incidentally, why did White not play 41. Rg5+, and if 41. ... Kf8 42. Qh6+? For the same reason: Black interposes on g7 with the queen! Thus, 41. Rg5+ Qg7! and Black has no reason to be sad with two rooks for the queen.

Several years passed. The USSR Armed Forces Championship in Odessa was in its final phase. One of the key matches was between the Odessa military region, headed by Grandmaster Geller, and the Kiev military region, headed by Gufeld, then still a master. The course of the game was clearly favoring the higher-titled rival, who was also, without doubt, a stronger player.



Geller-Gufeld • White to move

The grandmaster began a tempting combination with a sacrifice of material: 27. Bxh6?! Nxe4?! The counter-combination was dictated by the desire not to cede the initiative, or, better stated, not to lose immediately.

28. Bxe4 Bxf5 29. Nh2 Bxe4 30. Rxe4 f5! 31. Qg5! Kh7 32. h5 Nh8

Here the master thought that he had outwitted the grandmaster, because the avalanche of pawns in the center should ensure counterchances for Black, while White's initiative, at first glance, has dimmed. And here Geller dealt a stunning blow:

33. Rb1!

The only move that does not hand over the advantage to Black. The forced

variation continues: 33. ... Bxh6 34. Rb7+! An unusual and beautiful concept. White's sacrificial fireworks were about to be crowned with a mating attack.

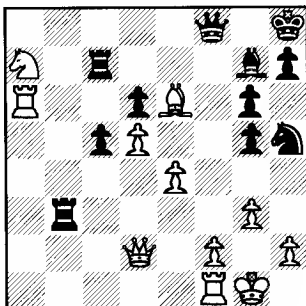
34. ... Qxb7 35. Qxf5+ Kg8 36. Rxd7+

For a instant, it seemed to Black that he had been completely outplayed, that he has no satisfactory defense, and that it is time to resign. Indeed, upon what was seemingly the only sensible move, 36. ... Bg7, White plays 37. h6! with the threat of an unusual mate with a pawn on h7 — and no defense is to be found.

The emotional stress was great — a very critical game, a team competition, friends are worried, with hope and faith. And suddenly (let us emphasize, indeed, suddenly, instantaneously, subconsciously, intuitively) the solution came: from the depths of memory a six-year-old idea rose to the surface! With poorly concealed exultation Black played: 36. ... Qg7!!

What he could not demonstrate in the 1959 game, what was left behind the scenes then and what was only reflected in one possible, but not actually occurring, variation, was now reality! The game continued: 37. Rxd7+ Kxg7 (if 37. ... Bxg7 38. Ng4!) 38. Qg4+ Kh7 39. Qe4+ Kg7 40. Qg4+ Kh7 41. Qf5+, with a perpetual check.

Again a draw, again a rescue!



Zamihovsky-Gufeld • White to move

White has a considerable positional advantage. But instead of the correct 27. Nc6, Zamihovsky played 27. Qa5?, allowing Black to execute an instructive combination with 27. ... Nxd3!! 28. hxd3. It is necessary to recapture because of the threat of 28. ... Ne2+ 29. Kg2 Qf3 mate.

28. ... Bd4 29. Qxc7?

A mistake. After 29. Kh2 Qf3 30. Nb5! Qh5+ 31. Bh3 g4 32. Nxd4 Qxh3+ 33. Kg1 Rxd3+ the game would end in a draw.

29. ... Rxd3+ 30. Kh2 Qf4?

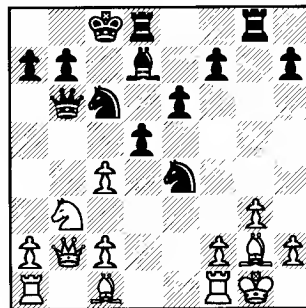
Returning the favor. Black did not play 30. ... Qf3! because of 31. Qc8+ Kg7 32. Bh3 and if 32. ... Be5?? 33. Qf8!! Qxf8 34. fxd3. But instead of 32. ... Be5??, Black wins with the simple 32. ... Rxd3+ 33. Qxd3 Be5+.

31. fxd3 Qxf1 32. Ra1!! Qe2+ with a draw by perpetual check.

We presented this example not at all to accentuate the reader's attention on

missed opportunities. The question is rather what helped Black find the far from obvious shot 27. ... Nxd3, which, as if at a wave of the magic wand, changed the course of the struggle.

Naturally, before White moved the queen to a5, the capture on g3 could not have even entered Black's mind, it is so silly — White's king is securely surrounded by loyal defenders. But as soon as one of them, indeed the mightiest one, was distracted, the White king's refuge immediately became unsafe, accessible to the enemy.



Alex Ivanov-Gufeld • Black to move

How to defend against the positional threat 15. cxd5 exd5 16. c4? Among other plans there is the aggressive 14. ... Nxd3. The sacrifice is immediately apparent, but it is difficult to correctly evaluate its consequences. No forced win can be seen, and there is no way to calculate all the variations. Black did recall a similar situation in the game with Zamihovsky (27 years before!), where White's queen involuntarily contributed to Black's success. Having drifted far away from her king, the queen became, so to speak, an ally of the enemy. This circumstance, soundly forgotten, was now put to good use at an opportune time. Indeed, White's queen is again temporarily removed from the defense of the king! That is why the knight is sacrificed:

14. ... Nxd3 15. hxd3 Rxd3 16. Be3

It is necessary to take into account 16. c5. Black did not examine this very carefully but was convinced that his attack would be at least sufficient for a draw. In any event, Black assumes the initiative, for instance: 16. c5 Rxd2+ 17. Kxd2 Rg8+ 18. Kf3 Qa6! (18. ... Qb4+ 19. Ke2 Qc4+ 20. Ke1 Nb4 is unclear) 19. Be3 f6! (or 19. ... e5 20. Rg1 e4+ Kf4 Nd8!) 20. Rg1 Rxd1 21. Rxd1 Ne5+ 22. Kg2 Qe2! and Black is assured of a draw. But perhaps White can improve with 22. Kg4!?

16. ... Rxd2+!

The other possibility, 16. ... Rxe3 17. fxe3 dxc4, leads to head-spinning complications.

17. Kxd2 d4!

Black is down a rook, but has some active moves at his disposal, which prevent the opponent's queen from assisting in the defense.

18. Bf4

The capture on d4 does not work: 18. Bxd4? Nxd4 19. Qxd4 Bc6+.

18. ... e5 19. Bg3 Ne7! 20. Qa3! 20. Qc6+?

The main law of piece play is well known: piece coordination is a requirement; the pieces should complement and not duplicate each other. The move 20. ... Qh6! satisfies this requirement. Black's queen operates along the dark diagonals, leaving the light squares for the bishop. After 21. Rh1 Bc6+ 22. f3 Qe3, White's winning chances appear very problematical.

But the law is broken with the text, and the queen and bishop are in each other's way.

21. f3 Nf5 22. Kf2??

White is kind in return. Much stronger is 22. Qxa7!

22. ... Nxb3 23. Kxb3 Qh6!

Returning to the right idea.

24. Qc1 Rg8+ 25. Kf2 Qh2+ 26. Ke1 Rg2 27. Nd2 Ba4! 28. Rb1 d3

The logical conclusion to the game is 28. ... Re2+ 29. Kd1 Re3, winning.

29. Rb3 Re2+ 30. Kd1 Re3?

The win is there with 30. ... Bxb3 31. axb3 Qg2 32. cxd3 Rxd2+ 33. Qxd2 Qxf1+ 34. Qe1 Qxf3, with two extra pawns. But now, with both flags hanging, White offered a **draw**, which was accepted. This is also an intuitive decision: both players did not know, first, who stands better (subsequent analysis showed that Black has the advantage in spite of everything) and second, whose flag would fall sooner. From a practical point of view, this kind of intuitive decision must be judged to be rational.

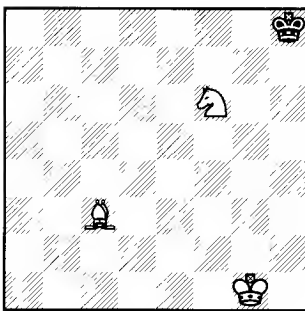
In conclusion, the sacrifice on g3 is the only chance. Intuition did not let Black down. But would the sacrifice have taken place if not for that earlier game against Zamihovsky?

DREAMS

Intense, powerful emotions can lead to a unexpected, intuitive decision even in one's sleep. This phenomenon is familiar to many chessplayers.

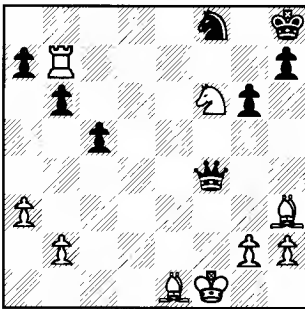
The USSR Championship was being played in Tbilisi. In one of the crucial rounds, the game Gufeld–Gipslis ended tragically for White. Thorough analysis showed that White missed the win, for the last time, on move 37. A loss instead of a deserved victory! The emotional agitation was so great that on that night, the victim could not fall asleep for a long time. And when he finally did, childhood images cropped up, one after another. Soccer battles in the yard, hikes along the river. And here is one of the first chess mentors.

With a smile, he offers the following position:



White to mate in ½ a move!

How can this be possible? Oh, yes! It's a trick question. White merely needs to lift the knight from f6, but leave it above that square! Doesn't this resemble the just concluded game with Gipslis?



Gufeld–Gipslis • White to move

Here, White played 37. Kg1? and after 37. ... Qd4+! quickly realized that he had made a huge blunder. 38. Bf2 loses to 38. ... Qd1+, and 38. Kh1 is impossible due to 38. ... Qe3!

And suddenly, the solution came in a dream: (after 38. Kh1 Qe3) 39. Re7!! Qxe7 40. Bc3!, and Black's king or queen must die. The threats are 41. Nd5+ and 41. Ng4+ Kg8 42. Nh6 mate.

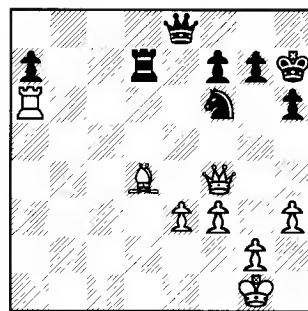
Variations are checked again and again. It is correct. With 38. Kh1, White could have won! Time to wake up!

The pieces are placed on the board! It's all correct! 3 a.m. Where's the score-sheet? We have to reconstruct what happened. What misfortune — not to find the move which, during sleep, came by itself!

But wait. Earlier in the game Gipslis had played 13. ... h6, and later still, 30. ... h6-h5. This brilliant combination was no more than a fairy-tale dream.

But the analysis continues — thoughts of sleep are long gone. Yes, there was a win. Not as beautiful, not like a fairy tale, but a win nonetheless: 37. Ke2!, and Black has no perpetual check. Ever since that day, the "victim" always places the scoresheet of the game just concluded under the pillow. True, even now he is not immune from a mistake in his sleep — his handwriting is illegible.

The master E. Stoliar wittily described a similar event, while annotating the following game.



Furman–Kholmov • Black to move

Ratmir Kholmov played 29. ... Nd5 fairly quickly. Semyon Furman "trusted" the renowned master of defense and played 30. Qg4. The game ended in draw several moves later.

The next day, Furman was clearly not himself. "What's with you, Semyon?," asked the tournament participants. "You see, I slept badly," he replied. "All night long, the feeling of 'unfulfilled duty' would not leave me. Only at dawn did I finally fall asleep. And in my sleep, I checkmated Kholmov! Here, I'll show you."

30. Rxb6+ gxh6 31. Qf5+ Kg8 32. Qg4+ Kf8 33. Qg7+ Ke7 34. Qe5+ Kf8 35. Bc5+, or 34. ... Kd8 35. Qb8+ Ke7 36. Bc5+.

They consoled the unlucky player for a long time. They even advised him to request the tournament directors to reschedule his games for late-night hours, when he would be in better form.

EMOTION STIMULATED INTUITION

The above examples (and there is a multitude of them in chess practice) give sufficient reason to state: justified and properly stimulated emotions are necessary for the development of chess intuition. In this regard, nothing can replace a chessplayer's intense competitive practice, just like nothing can replace any person's real-life experience created by various real situations.

But at the same time, creative imagination, fantastic vision, intuition can be developed during training. For this, the training process must be filled with emotions, and the teaching itself must be geared not only toward a person's reasoning abilities, but also to his feelings!

We believe that this thesis has an important pedagogical meaning: every educational process requires a system of assignments and exercises for creation of the students' emotional attitudes, for training (indeed, training!) of their emotions and feelings.

Figuratively speaking, emotions and feelings are the "muscles" of reason. Consequently, without proper training, one cannot attain a high level of intellectual development, or form the requisite creative qualities of personality. ♣

LETTERS TO THE EDITOR

CONTINUED FROM PAGE 9

7. Bxf7+

A misevaluation. White must play 7. Nf3, since d4 must be defended. Then, on 7. ... dxe5 8. Bxf7+ Kxf7 9. Ng5+, wrong is 9. ... Kg8? (better is 9. ... Ke8 10. Qc4 [but not 10. Ne6 Nxd4!]) 10... Nf6 with equality) 10. Qc4+, which wins for White. Black should opt for 7. ... Nb6 8. Bb3 0-0 9. h3 a5 10. a4 d5, obtaining a satisfactory game by playing ... f7-f6 at an opportune moment.

7. ... Kxf7 8. e6+ Kg8 9. exd7 Qxd7

The move 9. ... Bxd7 gives White comfortable play: 10. Nf3 e6 11. Bg5 Qf8 12. 0-0-0.

10. d5 Nd4 11. Qe4 Qf5 12. Kd1 Qf7 13. Be3 Bf5 14. Qf4 Nxc2 15. Rcl Bxc3 16. bxc3 Nxe3+, White resigns.

White is lost after 17. Qxe3 Qxd5+.

SHADES OF WWI

I am writing in response to the letter by Mr. Ridge (letters to the editor, Nov. 99).

I am an inmate at the Hightower unit in the Texas Dept of Criminal Justice (TDCJ). I experienced a similar problem in September '96. When I first arrived here, all my incoming correspondence chess mail was being denied by the mailroom staff. To solve the problem, I had to appeal the decision to the Director's Review Committee in Huntsville, Texas.

I also sent along an article published in *Chess Life* which detailed how postal chessplayers had similar problems during war times. That issue was published in the summer of 1996.

Like the inmate on the Estelle Unit, I tried to resolve the issue on the Unit, but correspondence rules prohibit coded messages. This is to prevent illegal activities and is completely understandable. The Director's Review Committee was created specifically to review all questionable correspondence and publication issues, using the Unit Grievance Procedure will not solve the problem.

I would've thought after my situation in 1996 that postal chess issues wouldn't be a problem anymore. I guess each unit needs to be informed individually.

I would suggest that a USCF correspondence chess representative contact the Director's Review Committee in Huntsville, Texas to let them know about the problem on the Estelle Unit. I assume both players were USCF members. I would also suggest that Mr. Ridge contact his opponent and try what I did for the interim period. I spelled out everything so the mailroom staff didn't flag it as coded, i.e., Queen to C-five=Qc5, Bishop takes D-two checks+(Bxd2+)

Just realize that TDCJ has to observe security precautions and will always err on the paranoid side.

Director's Review Committee, PO Box 99, Huntsville, TX 77342

Russ Johnson • Dayton, TX

Check IT OUT

11 CHESS TO ENJOY

1. After 1. R-B6 threatens 2. R-N1 mate. The only defenses: 1. ... Q-R2 (which allows 2. Q-K7ch! QxQ 3. R-N1 mate) and 1. ... P-R4 (permits 2. R-N1ch K-R2 3. B-N8ch! RxB 4. R-R6 mate).

II. 1. QxPch! PxQ 2. RxPch K-N1 and now 3. N-K3!! Clears the way for 4. R-N4ch K-B1 5. R-R8 mate. Not 3. N-B2? QxNch! 4. KxQ P-Q8(Q), which covers the checking square (KN5).

III. After 1. Q-B6ch K-B1 2. BxP! QxB 3. QxQ! White wins because 3. ... RxQ 4. RxB is mate. But not 3. QxBch Q-Q1!

IV. White stops ... R-R8 mate and prepares 2. N-B6 with 1. B-R6!! The key lines are 1. ... RxB 2. RxPch! KxR 3. N-B6 mate and 1. ... B-K3 2. N-B6 RxR 3. RxR KxR 4. QxRP mate. After 1. ... BxB 2. Q-N3 the threat or R-N8ch leads to 2. ... Q-B1 3. RxR and White wins.

V. The stunner 1. ... Q-K4!! threatens 2. ... QxP mate. On 2. P-B4 Q-K5 Black wins with 3. ... QxR or 3. ... N-B7ch. The game went 2. PxQ RxQch 3. KxR (3. RxR N-B7 mate) 3. ... R-Q1ch 4. K-K1 N-B7ch, White resigns because of 5. RxN BxR 6. N-Q2 RxN 7. B-R3 R-Q8 mate.

VI. 1. RxB! KxR 2. R-B1ch isn't hard to find (2. ... K-K2 3. Q-K3ch K-Q1 4. R-B7 wins). But finding the answer to 2. ... K-N2 is harder: 3. Q-Q4ch K-N1 (3. ... K-R3 4. R-R1ch) 4. N-K4! with the idea of 5. N-B6ch. The game ended with 4. ... PxN 5. Q-B4ch K-N2 6. Q-B7ch K-R3 7. B-B4ch NxB 8. QxNch, Black resigns.

13 WHAT'S THE BEST MOVE?

1. B. Radoicic-Cvetkovic (Yugoslav Team Championship, 1999)

A. Fatal is 1. K-N2? K-B4 2. P-B5 K-K3 3. K-R3 P-N4! 4. P-B6 (no better is 4. P-B4ch PxP 5. KxP K-Q4 6. K-N4 KxP 7. KxP K-Q5!) 4. ... K-Q3 5. P-B7 KxP 6. P-B4 PxP 7. KxP K-Q3 8. K-N4 K-K4, and White resigned a few moves later.

B. The drawing line is 1. P-B5! K-B4 2. P-B4! K-K3 3. K-N2 K-Q4 4. K-R3 KxP KxP.

C. But 1. P-B3? costs a vital tempo (unlike 1. P-B4! which draws) 1. ... K-B4 2. P-B5 P-N4 3. K-N2 K-K4 wins easily.

2. C. Beliavsky-Bacrot (second match game, 1999).

A. Black resigned after 1. R-Q8ch! which snares the queen (1. ... KxR 2. NxQBPch QxN 3. QxQ mopping up).

B. Apparently 1. NxQBP? (threatening R-Q8ch) also does the trick but 1. ... B-R3 is the saving resource.

C. Black is still very much alive on QxQBP? QxQ 2. BxQ B-K3.

3. C. Rogic-Anic (Croatian Team Championship, 1999)

A. Black achieves nothing by 1. ... RxR? 2. QxR Q-N3ch 3. B-K3.

B. Also useless is 1. ... Q-N3ch 2. B-K3 NxB 3. R/1xN.

C. The *coup de grace* is 1. ... Q-Q5ch! White resigns (2. RxQ RxR mate). If 2. K-R1 RxR with ... N-B7ch in the air.

4. C. Ivanov-Beliavsky (Yugoslav Team Championship, 1999)

A. In the game Black needlessly created a hole on the dark squares by 1. ... P-B4? 2. P-R4! PxP 3. PxP K-K2 (no better is 3. ... K-Q3 4. K-B4 K-Q4 5. K-N5) 4. K-B4 K-B3 5. P-B3!, Black resigns (*Zugzwang*).

B. The pawn can never retreat and should only be pushed with good reason. While 1. ... P-B3 is not fatal, it's premature and second-best.

C. It's hard to see how White makes progress after 1. ... K-Q3 2. P-N4 P-R5 3. K-K4 P-B3 4. P-B4 PxP 5. KxP K-Q4. ♠

15 BENKO'S BAFFLERS

1788 (Vsevolod) 1. a7! (If 1. axb7? d2! 2. b8=Q+ Kh7 3. Qd8 c3+ 4. Ka1 [4. Ka2 Rg1 5. Qf8 Rg8! wins] 4. ... Rg1 5. Qd7 Kh8 6. Qd8+ Rg8 7. Qd3 e5 wins. The queen is helpless against the passed pawns.) 1. ... d2 2. a8=R+! (White plays for stalemate — 2. ... a8=Q+ Kh7 3. Qxb7 Rxb1+ 4. Ka2 Ra1+) 2. ... Kh7 3. Ra1! c3+ 4. Ka2 Rxb1 5. Rxb1 e5 (this pawn still is a menace) 6. Rg1 e4 7. Rg7+ Kh8 8. Rg3! b6 9. Rg1 e3 10. Rg2 d1=B?! (the best try. If 10. ... d1=Q 11. Rg8+! Kxg8 stalemate) 11. Rg3 Bxh5 12. Rxe3 Kh7 13. Re5 Bg4 14. Rxb5 Kg6 15. Rxb6 h5 16. Rxb4 Kg5 17. Rb8 h4 18. Rg8+ Kf4 19. Rh8 h3 20. b4! Kg3 21. Kb3 h2 22. Rxh2 Kxh2 23. Kxc3 Kg3 24. Kd4 Kf4 25. Kd5, draw.

1789 (Vsevolod) 1. Kg1 Kd4 2. Be6 (if 2. Ba2? Ke3 3. Kf1 Nf5 4. Bb1 Nd6! 5. Bxh7 Nc4 wins) 2. ... Ke3 3. Kf1 f2 4. Bd5! (the only move — which contains a hidden plan) 4. ... Nf5 5. h6! Nd4 (if 5. ... Nxh6 6. Be6! 6. Bh1! Nb3 7. Kg2! Nd4 (7. ... Ke2 or 7. ... Nd2 are stalemate!)) 8. Kf1 Ne6 9. Bf3! Ng5 10. Bg2 Nf7 11. Bd5 Ne5 12. Bh1! Nc4 13. Kg2! Nd6 14. Kf1 Ne4! (this comes quite close) 15. Bxe4 Kxe4 16. Kxf2 Kd5 17. Ke3 Kxc6 18. Ke4! Kb5 (if 18. ... Kd6 19. Kd4 draws) 19. Ke5 c5 20. Kf6 c4 21. Kg7 c3 22. Kxh7 c2 23. Kg7 c1=Q 24. h7, draw. ♠